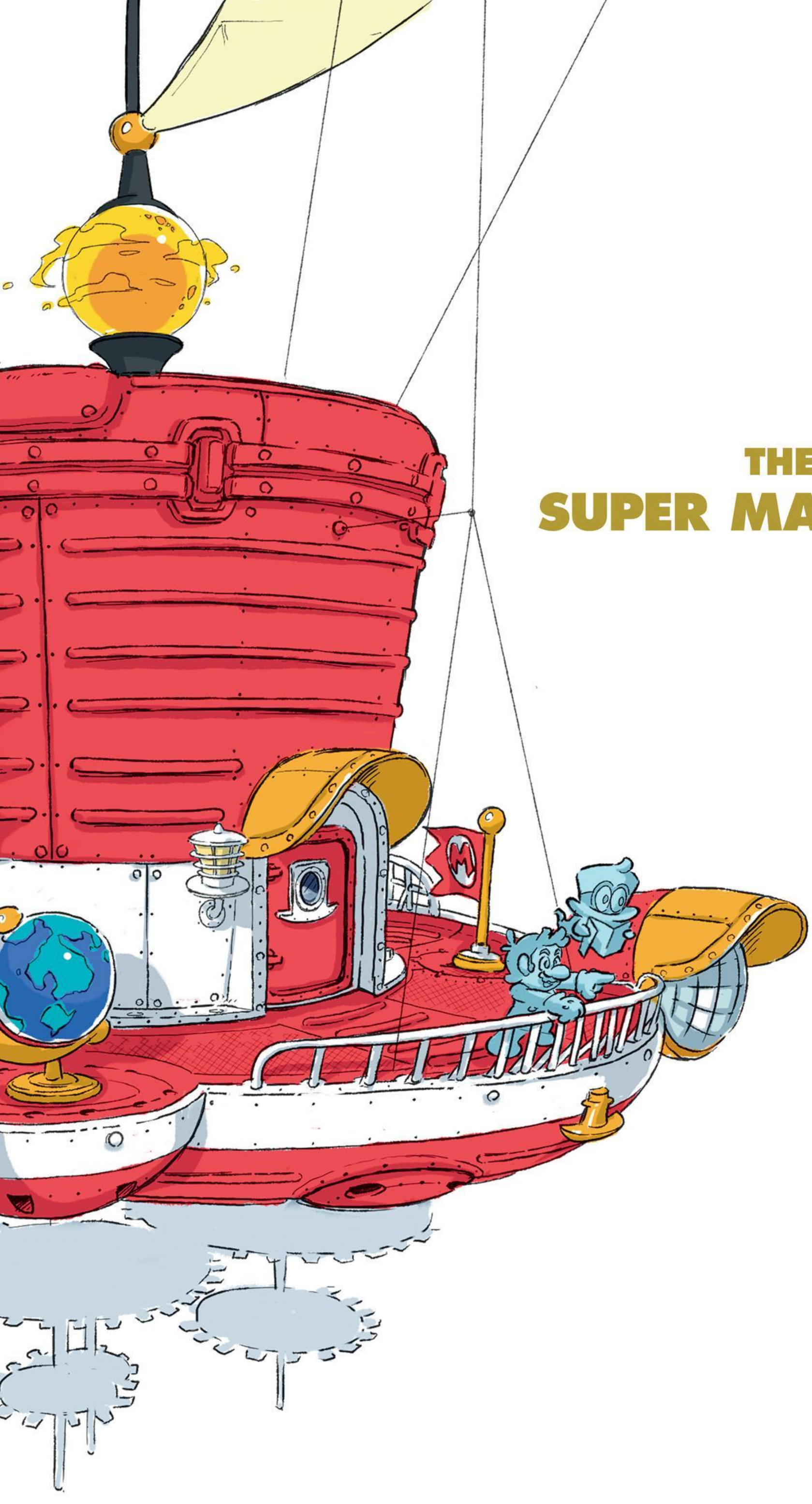
THE ART OF SUPER MARIO ODYSSEY

SUPER
MARIO
ODYSSEY

peach's Castle
MUSHROOM KINGDOM
CASCADE KINGDOM
CAP KINGDOM
Fossil Falls
Bonneton
Frog
T-Rex
Chain Chomp
Goomba
Bullet Bill
Lakitu
Burrbo
Tostarena
Moe Eye
Glydon
DESSERT KINGDOM
SANDY KINGDOM
WOODED KINGDOM
LAKE KINGDOM
Lake Lamode
Steam Gardens
Uproot
Fuzzy
Poison Piranha Plant
Cheep Cheep
Komboo
WOODS KINGDOM
SNOW KINGDOM
LUNCHEON KINGDOM
SEASIDE KINGDOM
Mount Volbono
Hammer Bro
Fire Bro
Lava Bubble
Magmato
Ty-foo
Gushen
A
B
C
D
E
20°
30°
40°
50°
60°
70°
80°

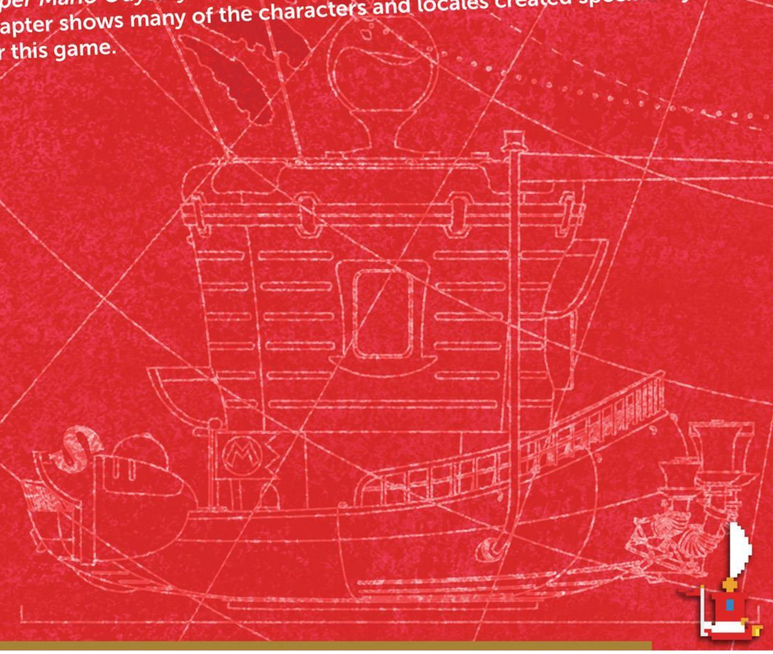
Fossil Falls
CASCADE KINGDOM
CAP KI
Bonneto
Frog
T-Rex
Chain Chomp
Goomba
Bullet Bill
Lakitu
Burrbo
Tostarena
Moe Eye
Glydon
Steam Gardens
Uproot
Fuzzy
Poison Piranha Plant
Lake Lamode
CheepCheep
Komboo

THE ART OF
SUPER MARIO ODYSSEY



chapter.1 ARTWORK

Super Mario Odyssey resulted in the creation of a ton of artwork. This chapter shows many of the characters and locales created specifically for this game.



SUPER
MARIO
ODYSSEY
™

NEW DONK CITY
NEW DONK FESTIVAL
STOP
SUPER MARIO ODYSSEY™

Mario and Cappy

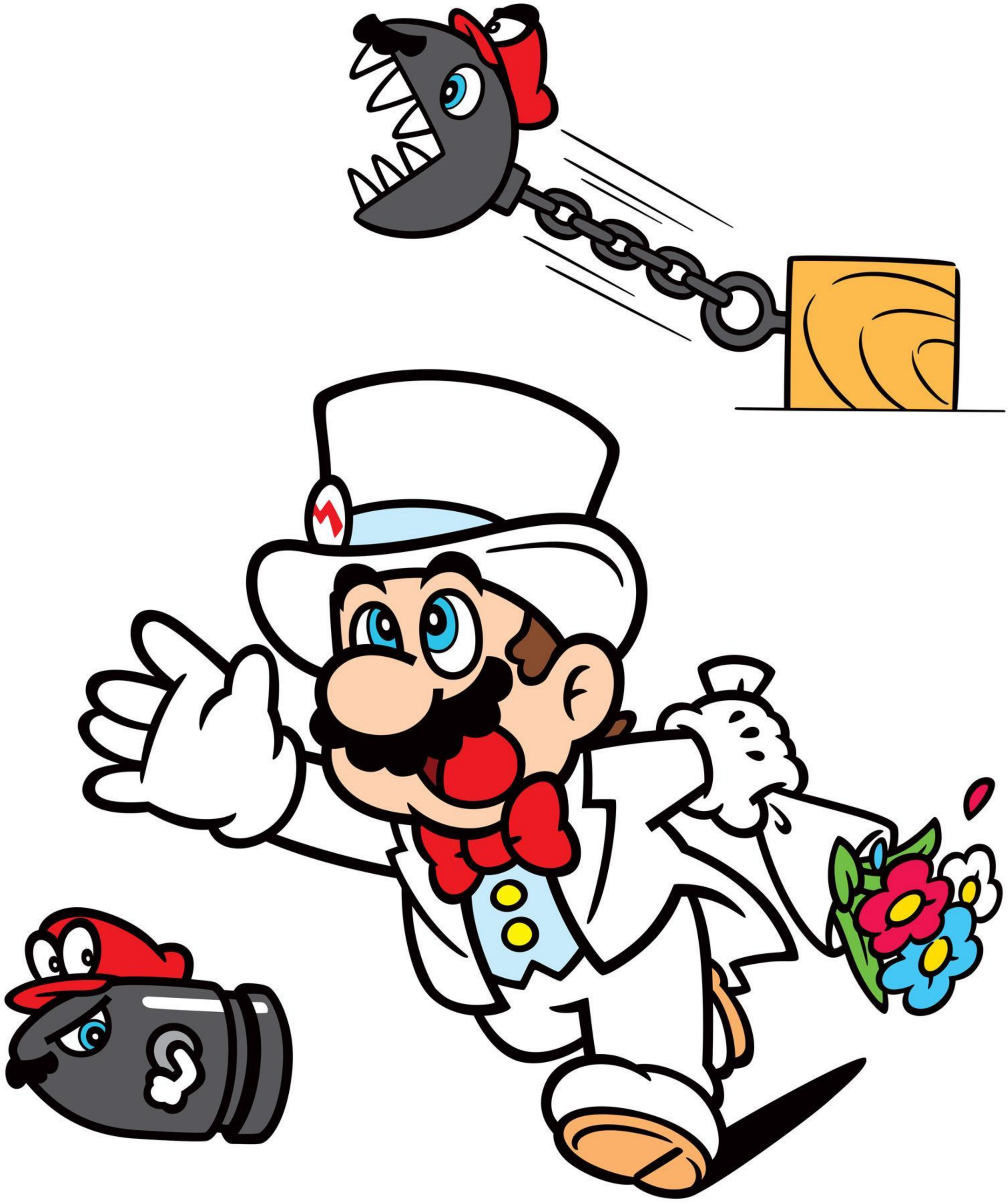
Cappy

NEW DONK CITY

020 The Broodals **A** Rango / **B** Spewart / **C** Topper / **D** Hariet

Luigi

NEW DONK CITY
NEW DONK CITY
TAXI
TAXI
1981-ND



chapter.2 BACK TO THE ODYSSEY

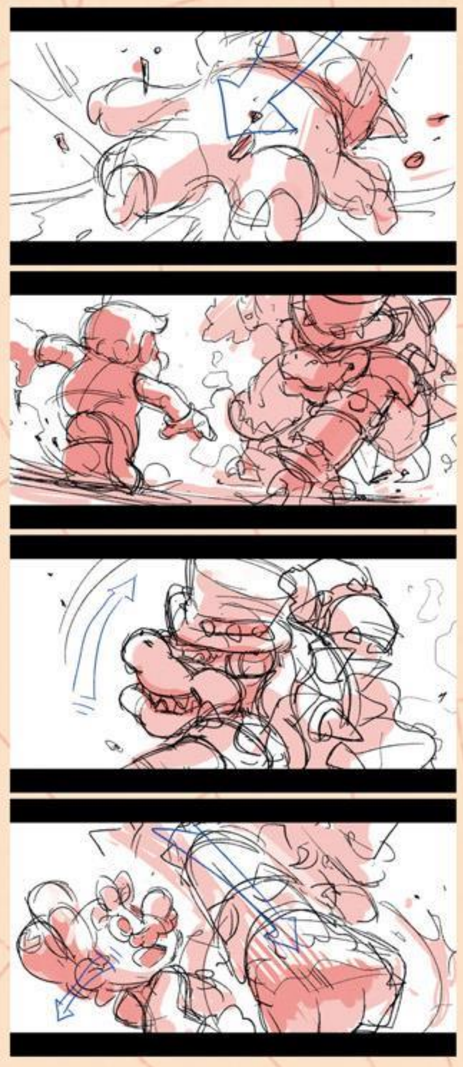
A vast number of setting materials and rough sketches were drafted in order to make *Super Mario Odyssey*. In this chapter we look back on Mario's adventure and take a glimpse behind the scenes with developer commentary. Each section shows a kingdom Mario visited on his journey, the unique mechanics and objects he first encountered there, and the characters he met. Now then, are you ready to return to the world of *Super Mario Odyssey*?

Main Cast P.030
Cap Kingdom P.050
Cascade Kingdom P.076
Sand Kingdom P.100
Lake Kingdom P.124
Wooded Kingdom P.134
Cloud Kingdom P.152
Lost Kingdom P.160
Metro Kingdom P.168
Snow Kingdom P.206
Seaside Kingdom P.218
Luncheon Kingdom P.238
Ruined Kingdom P.254
Bowser's Kingdom P.262
Moon Kingdom P.278
Mushroom Kingdom P.302
Dark Side P.314
Darker Side P.316

Opening Scene

Mario is locked in combat with Bowser, who is once again determined to kidnap Princess Peach. But this time, the King of the Koopas looks a little different . . . he arrives clad in a tuxedo, all dressed up to marry the princess. An attack from the big brute's hat sends Mario hurtling from Bowser's airship.

Storyboards

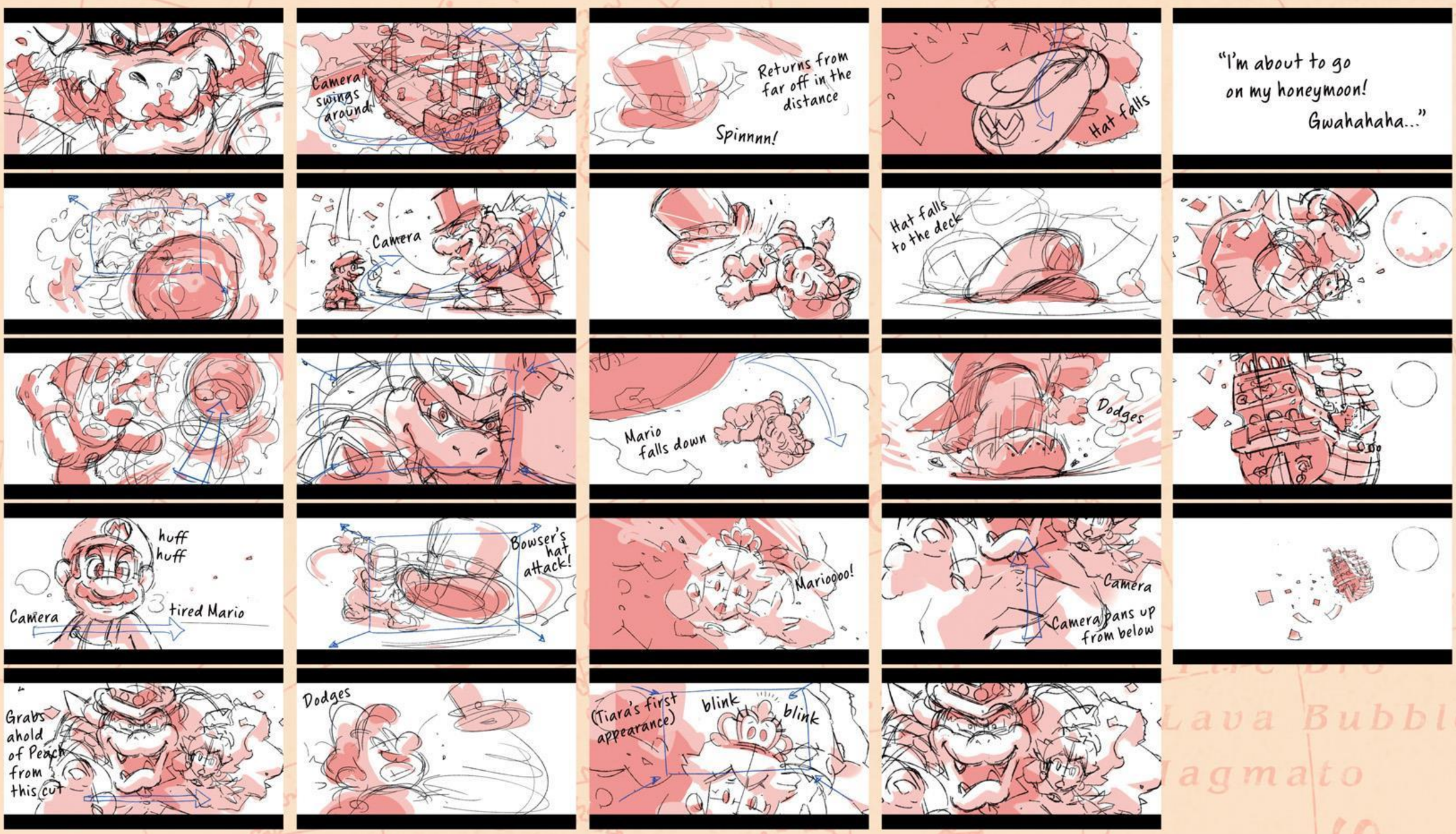


DESIGNER'S NOTE

This grand adventure marked Mario's first solo appearance on the Nintendo Switch™ system. An important goal of the opening scene was to make people feel like they were playing a new *Super Mario* title as soon as they started the game. Many *Mario* games start off slow, but this time we put everything about Mario, Peach, and Bowser front and center. Things began with a simple yet action-packed Mario vs. Bowser throwdown.

The overall reason for the journey, the loss of Mario's hat, and the lead-in to the first kingdom all needed to be included. We wanted all these elements introduced in under ninety seconds to help maintain a proper gameplay tempo.

Director Kenta Motokura

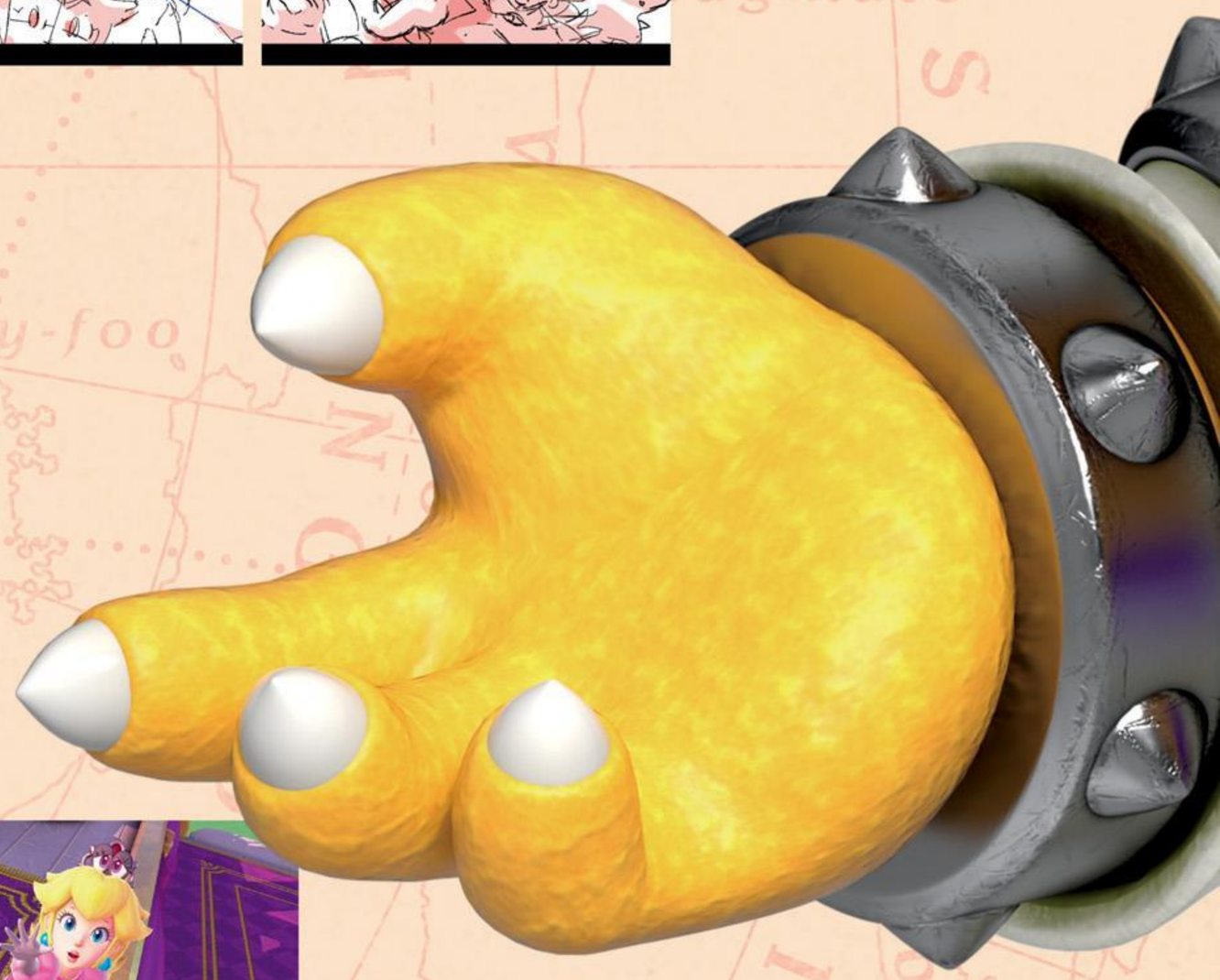


DESIGNER'S NOTE

This dynamic opening act makes the story explode, establishing this title's central theme: surprise. I believe the storyboards above do a fantastic job of expressing the punch this scene was intended to pack.

The game's goal and structure were established early on, allowing us to create a visual style that maximized both. From the camera, animations, and visual effects to sound and background music, all of the title's elements come together to create an opening symbolic of the entire game.

Art Director Rikuto Yoshida



"Time for my wedding with Peach! Jealous, Mario?!"

Mario

This hero has saved the Mushroom Kingdom on countless occasions. This time around, he travels with his new partner, Cappy, to save the kidnapped Princess Peach.

Rough Sketches

Capture

Cappy's special technique. It allows Mario to take over an enemy or object, controlling it as he sees fit. Captured targets take on Mario's eyes, cap, and mustache.

Capture Look Design

Concepts

DESIGNER'S NOTE

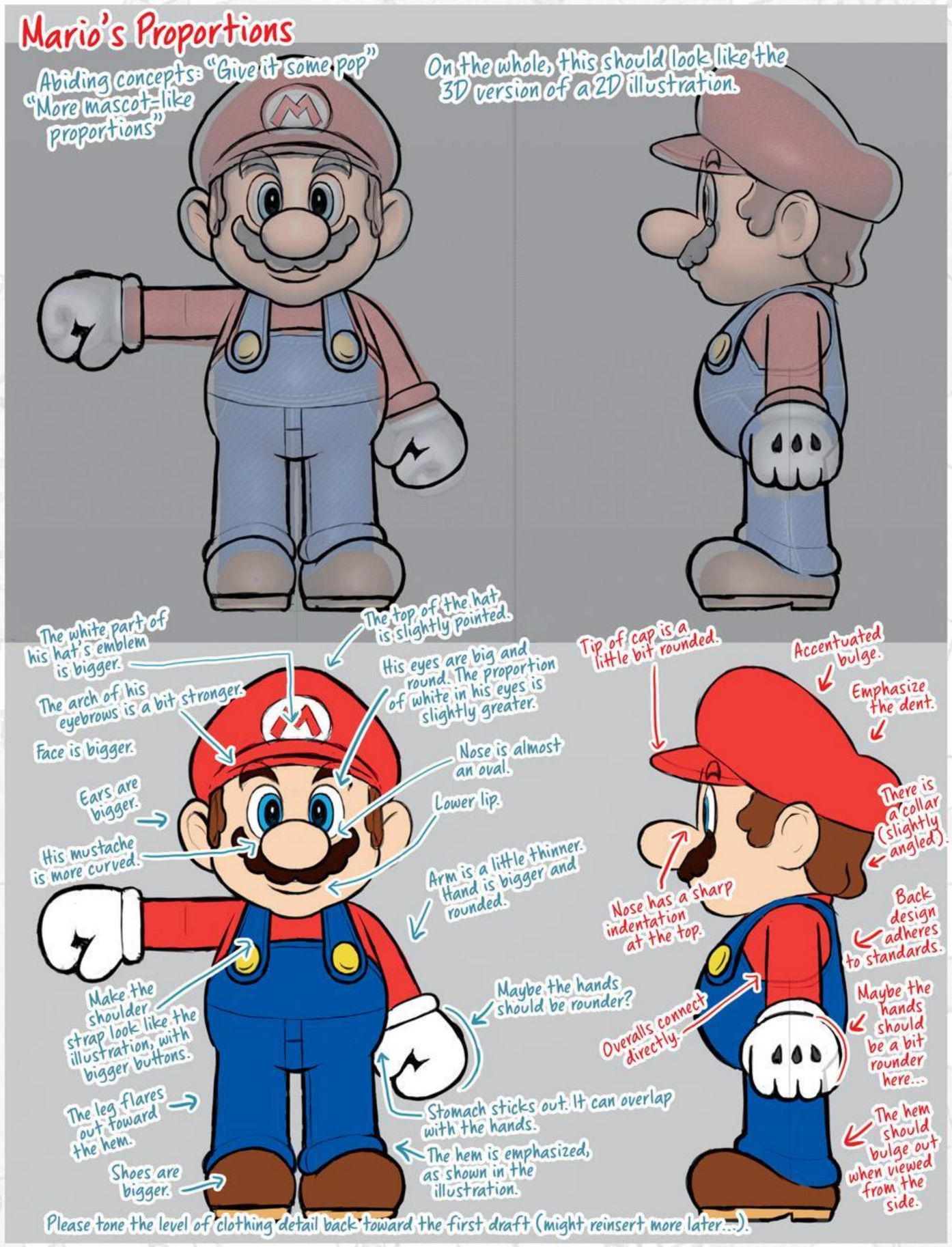
With every successive generation of new gaming platforms, Mario is there with a new way to play. This title is no different, requiring the creation of a new kind of gameplay to fit the bill. This is why we came up with the Capture system, a type of action that surpasses the idea of Mario-style power-ups. "Fun to play" is the central concept for any action game, and it became the springboard for the abundance of interesting abilities we brought to life this time.

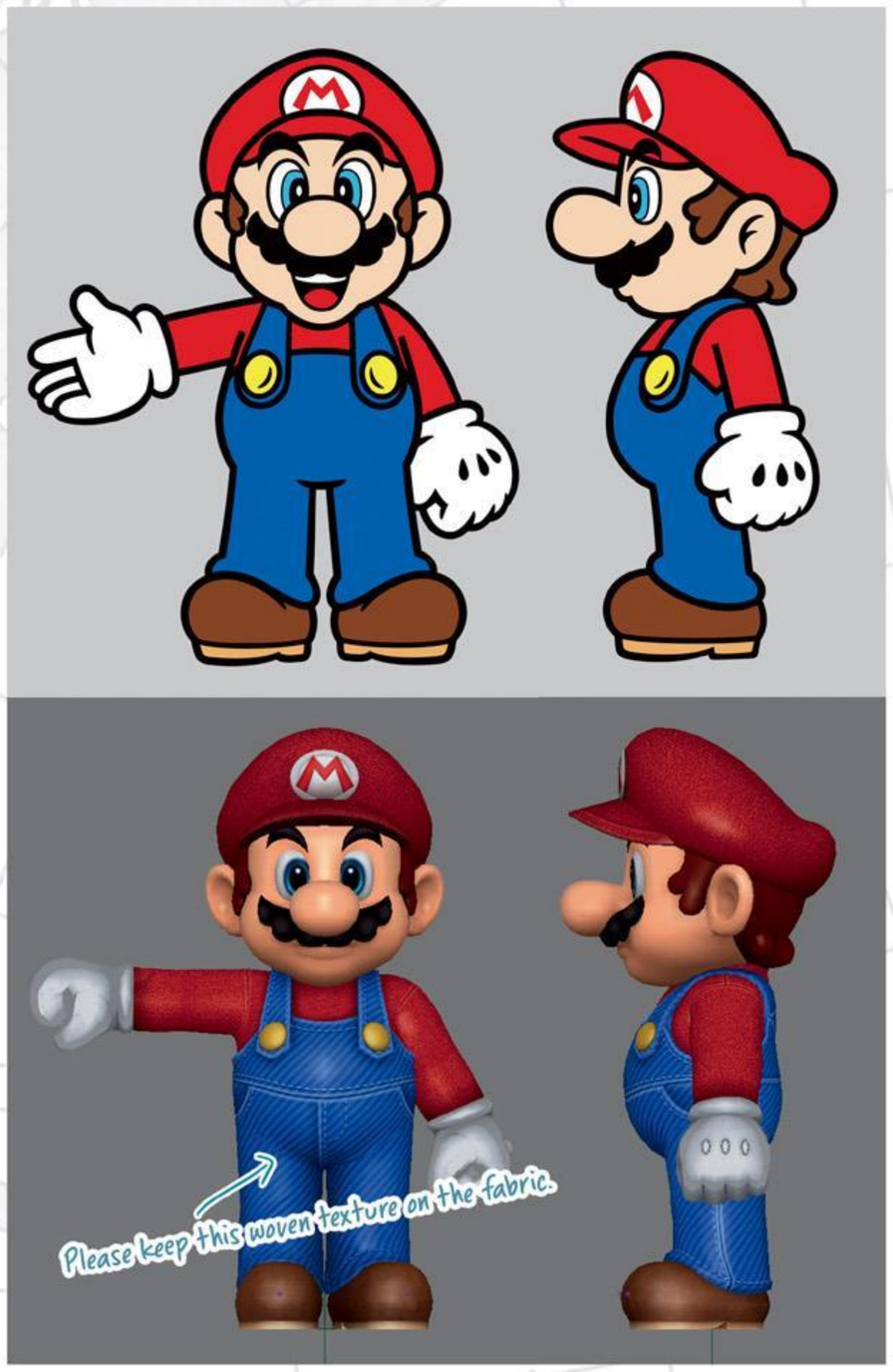
Giving Mario the power to not only defeat enemies but to use their abilities for himself offers players a system with many more ways to explore.

Director Kenta Motokura

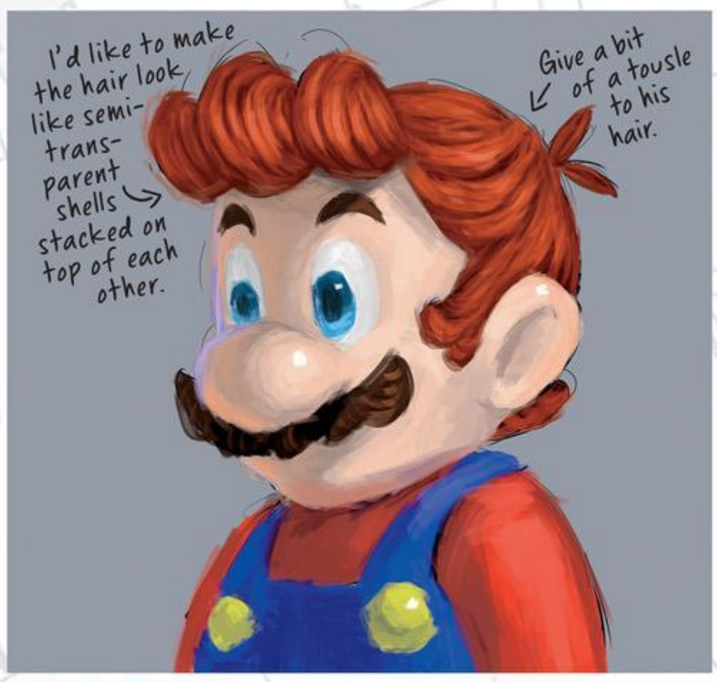
Mario Model Study

A look at Mario's style, reimagined for this game.
His hair has become more realistic than before.

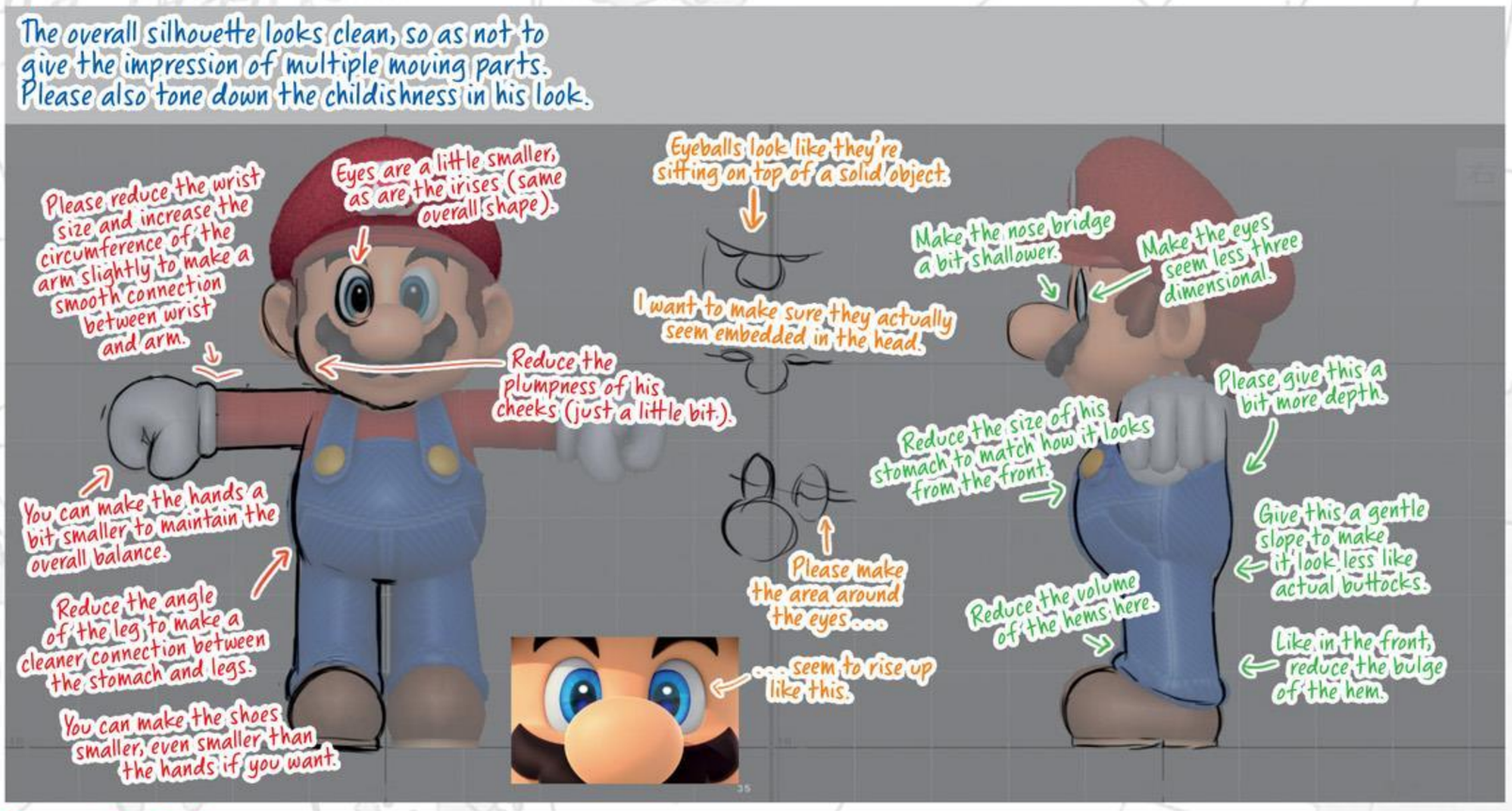

Mario's Proportions
Abiding concepts: "Give it some pop" "More mascot-like proportions"
On the whole, this should look like the 3D version of a 2D illustration.
The white part of his hat's emblem is bigger.
The top of the hat is slightly pointed.
His eyes are big and round. The proportion of white in his eyes is slightly greater.
The arch of his eyebrows is a bit stronger.
Face is bigger.
Nose is almost an oval.
Ears are bigger.
Lower lip.
His mustache is more curved.
Arm is a little thinner. Hand is bigger and rounded.
Make the shoulder strap look like the illustration, with bigger buttons.
Maybe the hands should be rounder?
The leg flares out toward the hem.
Stomach sticks out. It can overlap with the hands.
The hem is emphasized, as shown in the illustration.
Shoes are bigger.
Please tone the level of clothing detail back toward the first draft (might reinsert more later...).
Tip of cap is a little bit rounded.
Accentuated bulge.
Emphasize the dent.
There is a collar (slightly angled).
Nose has a sharp indentation at the top.
Back design adheres to standards.
Overalls connect directly.
Maybe the hands should be a bit rounder here...
The hem should bulge out when viewed from the side.



Proportion Design



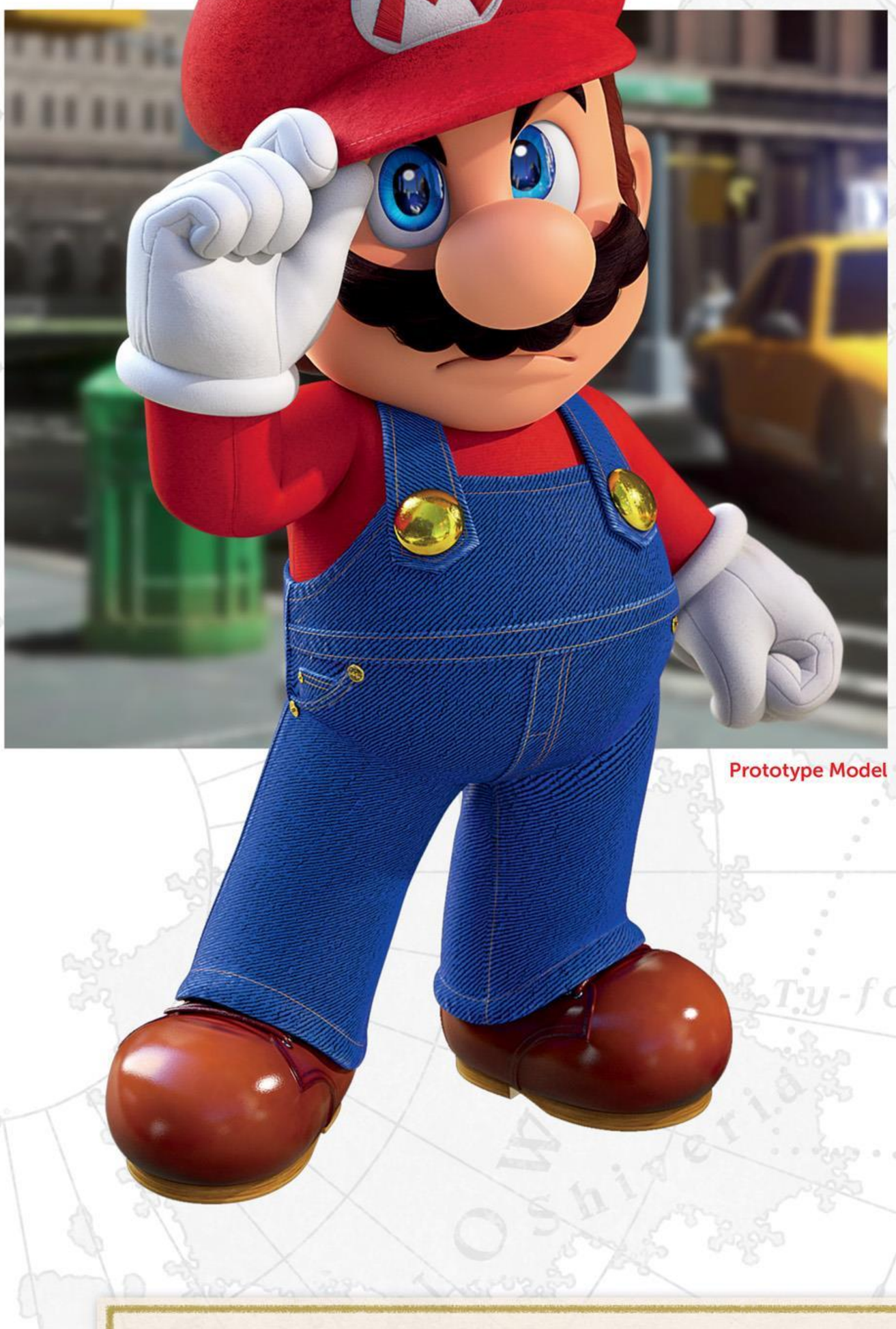
Hair Quality Design


The overall silhouette looks clean, so as not to give the impression of multiple moving parts. Please also tone down the childishness in his look.
Please reduce the wrist size and increase the circumference of the arm slightly to make a smooth connection between wrist and arm.
Eyes are a little smaller, as are the irises (same overall shape).
Eyeballs look like they're sitting on top of a solid object.
Make the nose bridge a bit shallower.
Make the eyes seem less three dimensional.
I want to make sure they actually seem embedded in the head.
Reduce the plumpness of his cheeks (just a little bit.).
Please give this a bit more depth.
Reduce the size of his stomach to match how it looks from the front.
You can make the hands a bit smaller to maintain the overall balance.
Please make the area around the eyes...
...seem to rise up like this.
Give this a gentle slope to make it look less like actual buttocks.
Reduce the angle of the leg to make a cleaner connection between the stomach and legs.
Reduce the volume of the hems here.
Like in the front, reduce the bulge of the hem.
You can make the shoes smaller, even smaller than the hands if you want.

Proportion Design

Mario's Outfit Material Study

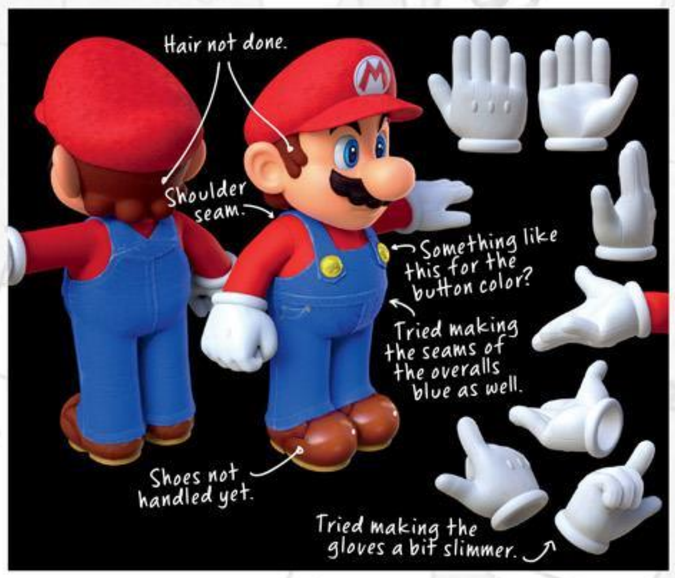
Various ideas were considered, like making Mario's overalls out of a material other than denim.



Prototype Model

Hat not started yet.
Try adding wrinkles or rivets.
The surrounding environment may reflect on big buttons, so we might add a small flaw somewhere.
The stretching of the twill pattern caught my eye, so maybe we'll make this material like a cotton T-shirt.
The cloth should look handstitched.
Make it shinier.
Shoe soles not started yet.

Cloth Quality Design


Hair not done.
Shoulder seam.
Something like this for the button color?
Tried making the seams of the overalls blue as well.
Shoes not handled yet.
Tried making the gloves a bit slimmer.

Clothing and Glove Quality Design

DESIGNER'S NOTE

When considering Mario's design for this game, we decided very early on to give the physical materials a more realistic look than before. In order to welcome players with the aforementioned sense of surprise, we made individual strands of Mario's mustache and hair visible. We also designed the denim of his clothes to show a fine weave.

The game's setting and artwork influenced one another, and we were stunned by the impact of this new Mario coming to life before our eyes. Despite significant alterations, we made sure when finishing the design to maintain the visual aspects that people all over the world associate with Mario.

Art Director Rikuto Yoshida

We constructed our Mario with the most detailed texture quality yet, befitting the latest 3D *Mario* game. What would his gloves be made of? Does denim really exist in this color? How are his shoes put together? What about the texture of his hair? There were so many new issues we had to tackle when attempting this updated design. While making sure not to deviate from Mario's existing image overall, we made his face a bit more "cool" than in previous games to make it seem right when set in motion. You may not be able to tell at a glance, but a lot of attention was put into his eyes. They were made to resemble real eyes with a tangible sense of depth. His expressions are much more vivid, more impressive than before.

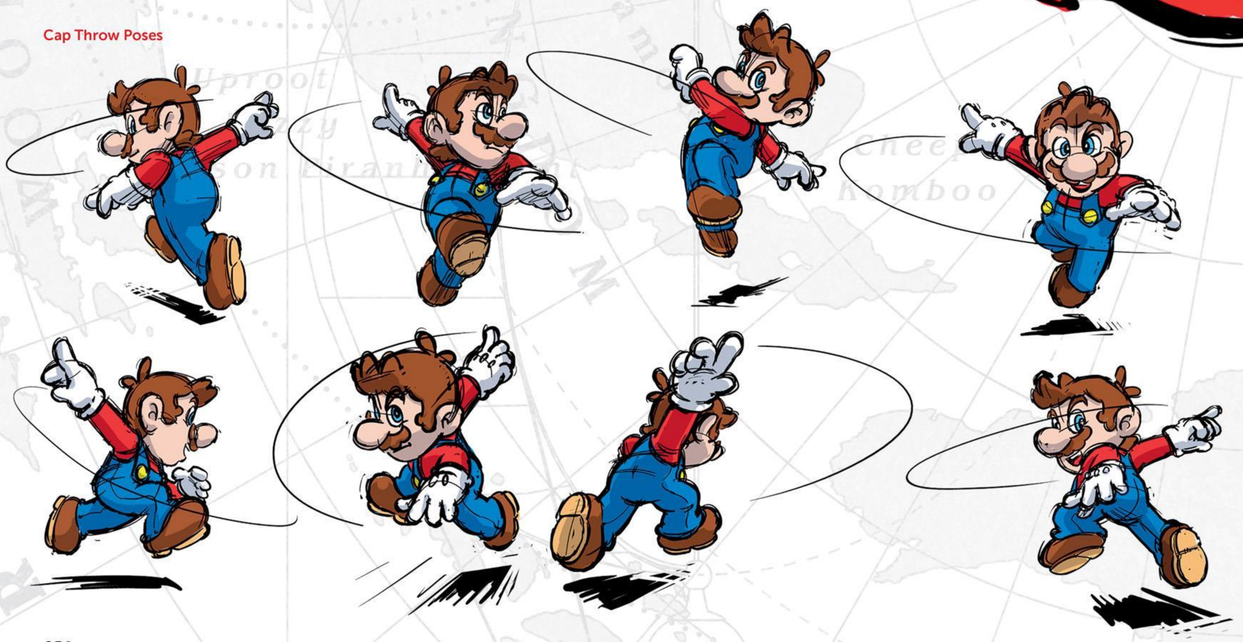
Character Art Lead Sho Murata

Artwork (rough sketches)

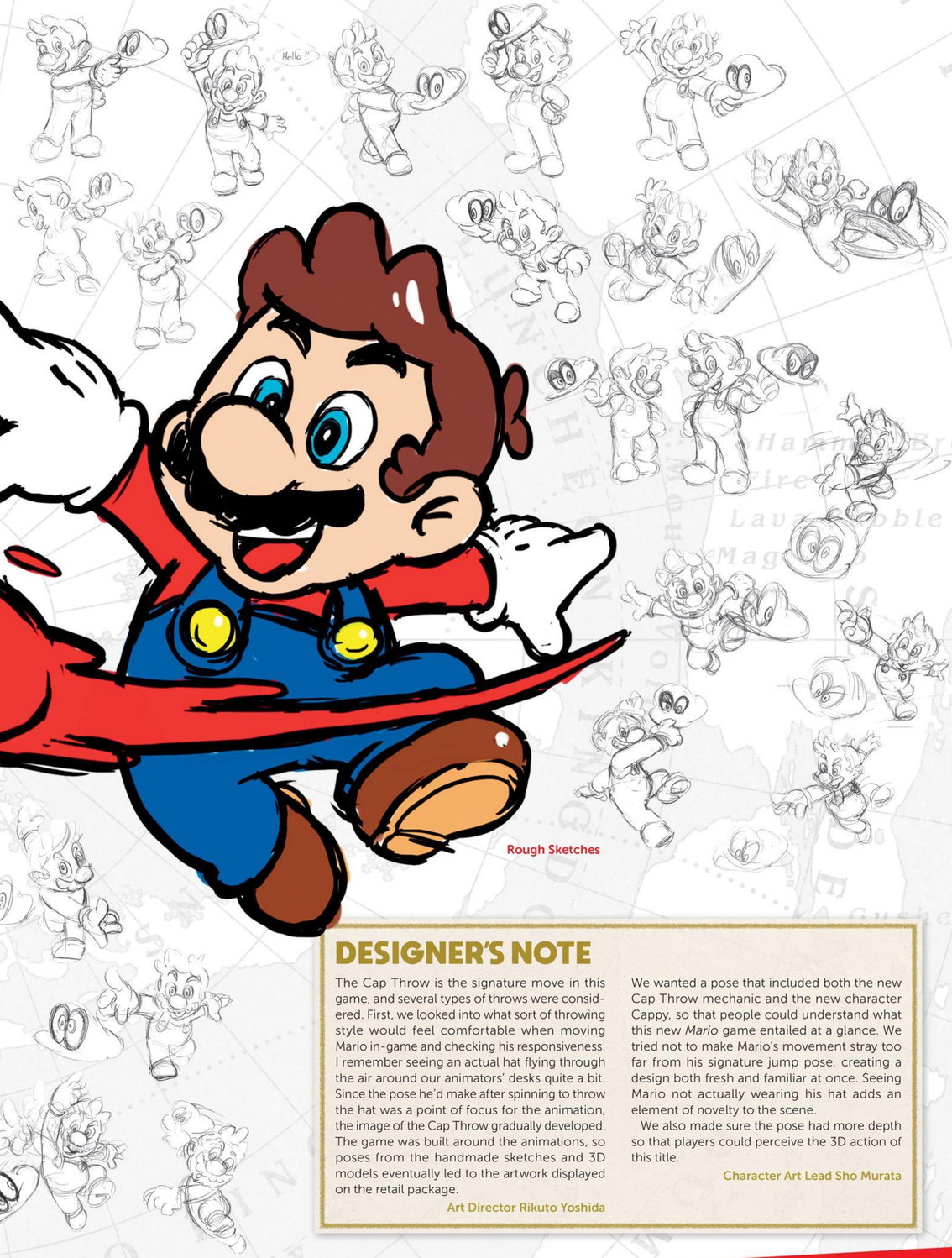
Rough sketches of various poses. The cap-throwing pose is the key action.

Cap Throw Pose Proposal
Based on the suggestion for a front-facing pose.
This is the Cap Throw explanation and the main visual.
This may be thinking too far ahead, but how about making this seem more like a logo?

Cap Throw Poses



Rough Sketches



DESIGNER'S NOTE

The Cap Throw is the signature move in this game, and several types of throws were considered. First, we looked into what sort of throwing style would feel comfortable when moving Mario in-game and checking his responsiveness. I remember seeing an actual hat flying through the air around our animators' desks quite a bit. Since the pose he'd make after spinning to throw the hat was a point of focus for the animation, the image of the Cap Throw gradually developed. The game was built around the animations, so poses from the handmade sketches and 3D models eventually led to the artwork displayed on the retail package.

Art Director Rikuto Yoshida

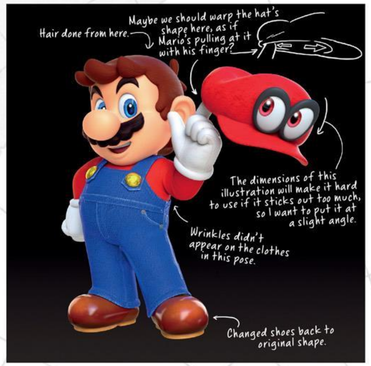
We wanted a pose that included both the new Cap Throw mechanic and the new character Cappy, so that people could understand what this new *Mario* game entailed at a glance. We tried not to make Mario's movement stray too far from his signature jump pose, creating a design both fresh and familiar at once. Seeing Mario not actually wearing his hat adds an element of novelty to the scene.

Character Art Lead Sho Murata

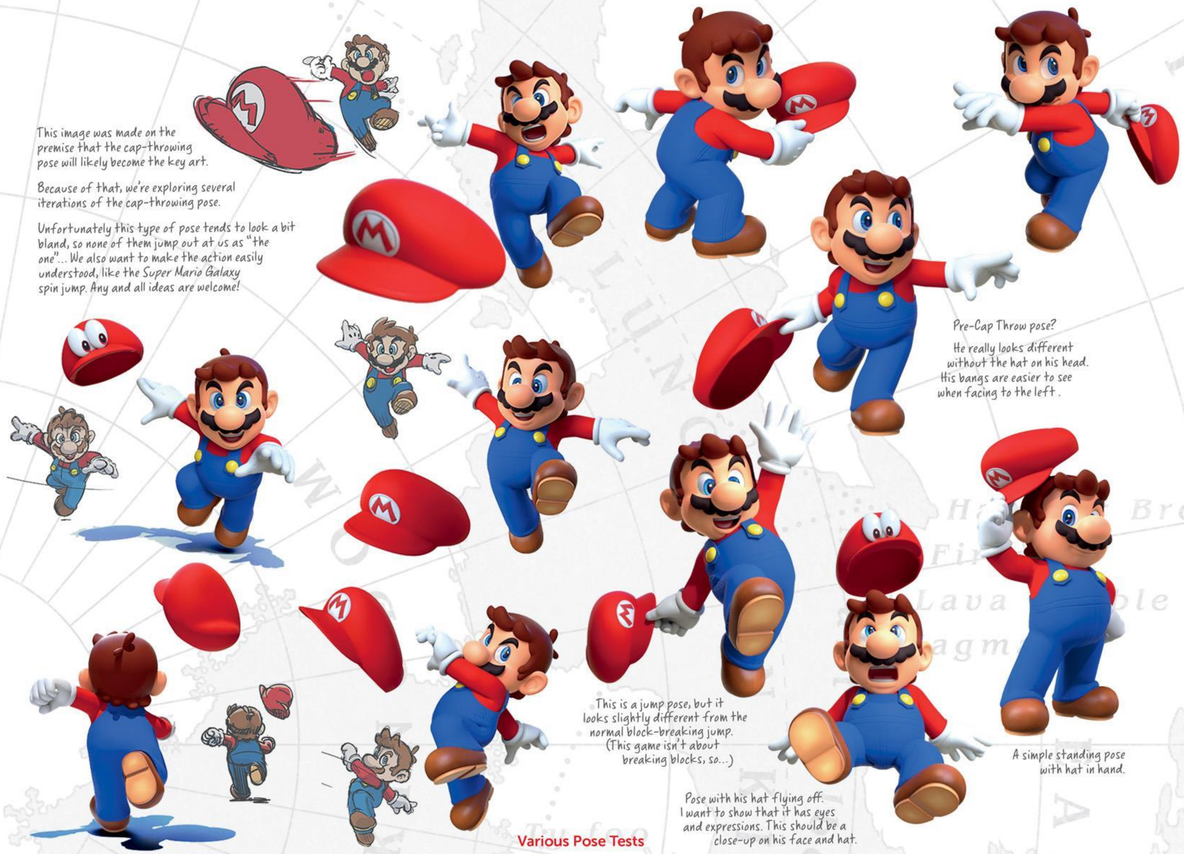
Artwork (3D model prototype)

Rough sketches remade in 3D. A variety of poses were tested out here.

Proposals


Hair done from here.
Maybe we should warp the hat's shape here, as if Mario's pulling at it with his finger?
The dimensions of this illustration will make it hard to use if it sticks out too much, so I want to put it at a slight angle.
Wrinkles didn't appear on the clothes in this pose.
Changed shoes back to original shape.

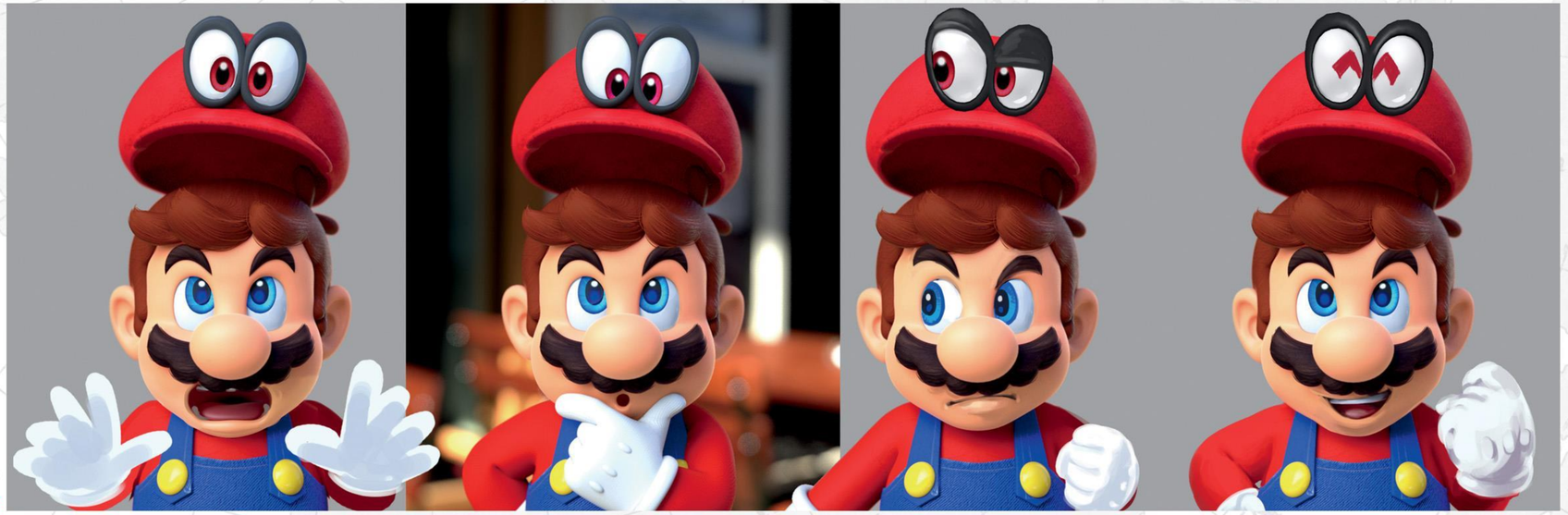
The level of detail here is based on the premise of the image being shrunk. Any less detail and I get the feeling this will start to look flat...
NEW
OLD
Adjusted the fading of the denim.
I didn't think the boots would be adjusted any further...
Lines on the side of the gloves reduced from two to one. Made the groove color a bit lighter. Looks much less like an actual glove, but I'd like to go ahead with this design if possible.
Current Look 3


This image was made on the premise that the cap-throwing pose will likely become the key art.
Because of that, we're exploring several iterations of the cap-throwing pose.
Unfortunately this type of pose tends to look a bit bland, so none of them jump out at us as "the one"... We also want to make the action easily understood, like the Super Mario Galaxy spin jump. Any and all ideas are welcome!
Pre-Cap Throw pose?
He really looks different without the hat on his head. His bangs are easier to see when facing to the left.
This is a jump pose, but it looks slightly different from the normal block-breaking jump. (This game isn't about breaking blocks, so...)
A simple standing pose with hat in hand.
Pose with his hat flying off. I want to show that it has eyes and expressions. This should be a close-up on his face and hat.

Various Pose Tests

Rough Sketch

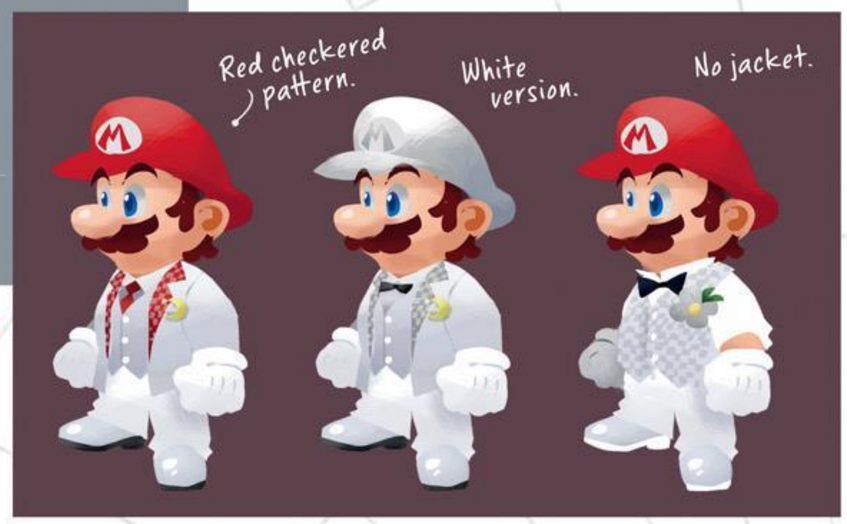
Various Pose Tests



Wedding Outfit

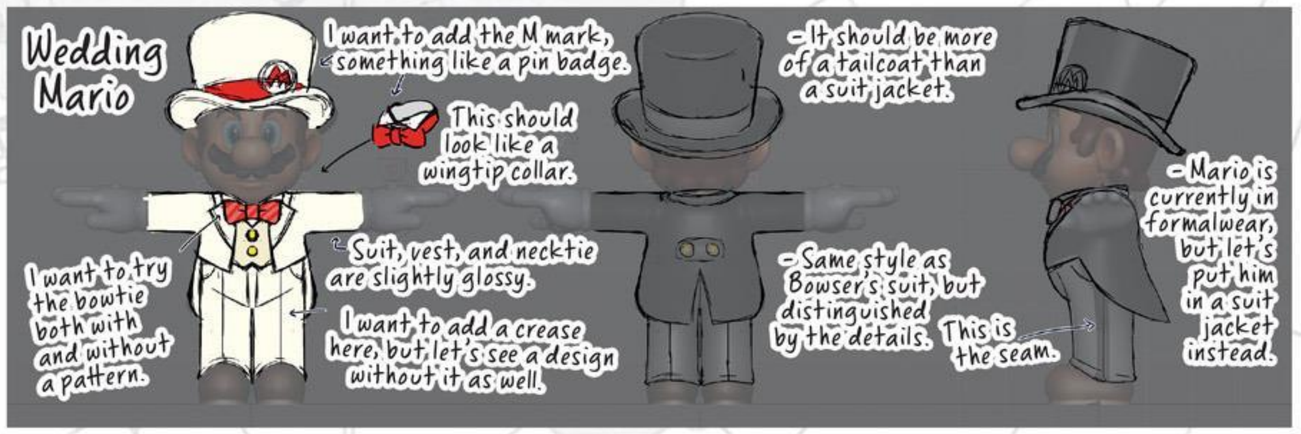
Mario in a tuxedo. Even the bow tie had several proposed designs before we settled on the final red version that appeared in-game.

Wedding Mario Design 1
I want to make this outfit very different from Bowser's attire. Despite it being formalwear, I want it to retain Mario's casual, jaunty feel.
I want to give it a silhouette that's distinct from other costumes.
I want a different fabric material for each part to create a more luxurious feel.
Give it some variation when compared to Fire Mario as well.



Designs

Character Turnaround


Wedding Mario
I want to add the M mark, something like a pin badge.
This should look like a wingtip collar.
I want to try the bowtie both with and without a pattern.
Suit, vest, and necktie are slightly glossy.
I want to add a crease here, but let's see a design without it as well.
– It should be more of a tailcoat than a suit jacket.
– Same style as Bowser's suit, but distinguished by the details.
This is the seam.
– Mario is currently in formalwear, but let's put him in a suit jacket instead.

DESIGNER'S NOTE

"Wedding" was one of the themes in this game, so we designed this with the intent that it would end up in the key visual with Peach and Bowser, all in wedding attire. We went for a simple yet formal design, a wedding outfit we thought Mario might pick out. We thought of making it more casual so as not to seem out of place as Mario performs his acrobatics, but we figured a sharper look would fit better alongside Peach. Ultimately, we went in that direction. When you think of weddings, you think "white." We went with that aesthetic but changed up the material and hue in different parts to give the scene some extravagance. Mario's trademark hat and overalls are nowhere to be found, but I still think we captured his spirit in this outfit.

Character Art Lead Sho Murata

(3-person)

Wedding PLAN

• White is the base color for all of them, with a different single-color highlight for each. (When all three are lined up, "white" should be the dominant impression.)

The hem of the veil sparkles (which also gives it form).

Peach's dress should give off a fluffy white glow...

Only the M of Mario's cap is red; the rest is white.

A tacky wedding ring from Bowser (it fits over the glove).

• Bowser has a mostly white outfit with green highlights.

• Mario has red highlights.

• The lapels stick out.

• A checkered pattern that can only be perceived from the difference in textures.

I want to try giving him pants and shoes...

More voluminous princess-line version. + I want it to look layered with lace. Make the color a simple white.

Wedding Outfit Designs for Mario, Princess Peach, and Bowser

amiibo proposal ①

Like Mario and Bowser are both facing Peach, proposing to her...

Try giving this Peach upturned eyes.
Left-right asymmetry.
Direction of the arrow is to the front.
Opposite of the above design.
Like this.
I want to give Peach an off-kilter look, like she's leaning back a bit no matter what pose she takes.
Mario's amiibo doesn't have an exact "front" direction.
I want to make Mario and Bowser seem like they're on either side of Peach, facing her.
amiibo pose proposal

Wedding Outfit amiibo Pose Designs

Princess Peach

The princess of the Mushroom Kingdom. Bowser has kidnapped both Peach and Tiara, in the hope of forcing the princess to marry him. Aside from the wedding dress, she wears a variety of outfits in this game.

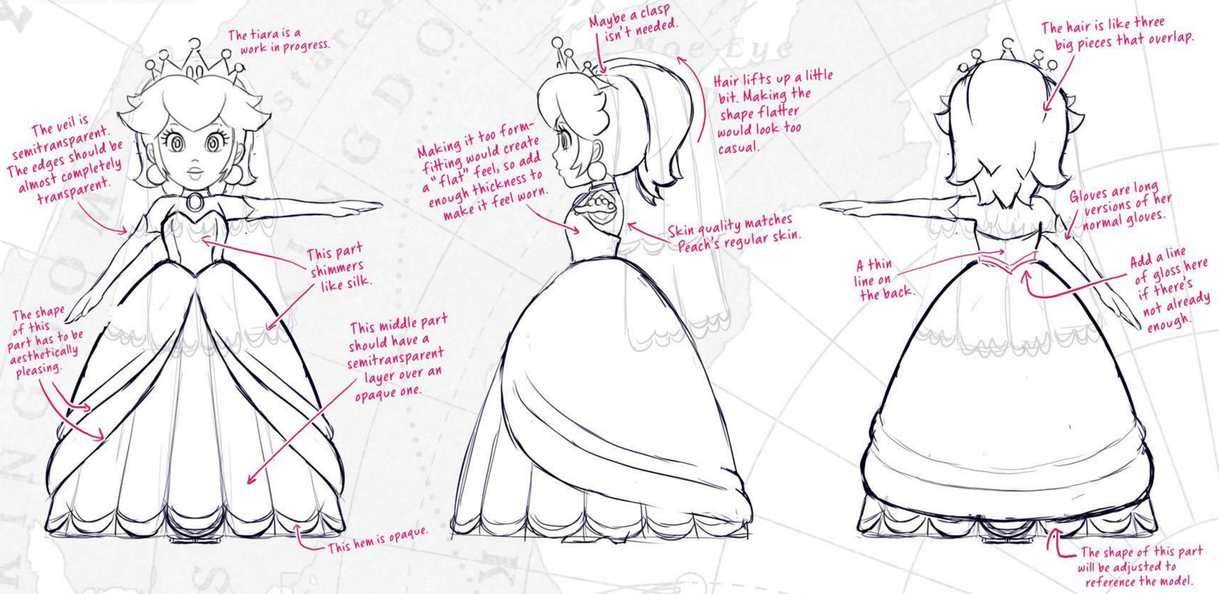
Design

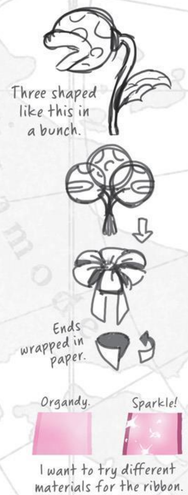
Wedding Outfit

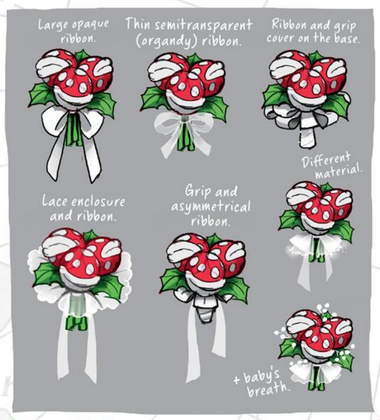
Peach in her pure-white wedding dress. While in this outfit, she clasps a Piranha Plant bouquet.

Preliminary Design

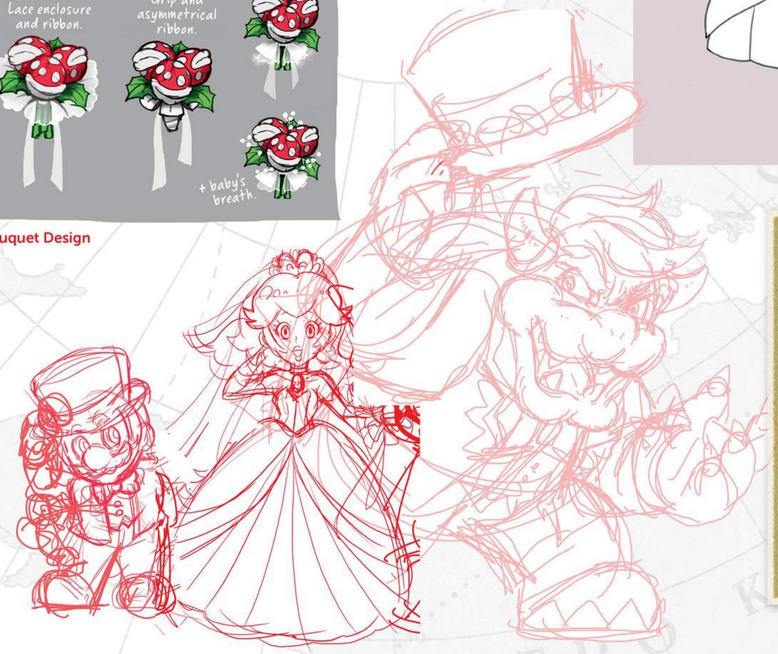
Character Turnaround


The tiara is a work in progress.
The veil is semitransparent. The edges should be almost completely transparent.
This part shimmers like silk.
The shape of this part has to be aesthetically pleasing.
This middle part should have a semitransparent layer over an opaque one.
This hem is opaque.
Maybe a clasp isn't needed.
Hair lifts up a little bit. Making the shape flatter would look too casual.
Making it too form-fitting would create a "flat" feel, so add enough thickness to make it feel worn.
Skin quality matches Peach's regular skin.
The hair is like three big pieces that overlap.
Gloves are long versions of her normal gloves.
A thin line on the back.
Add a line of gloss here if there's not already enough.
The shape of this part will be adjusted to reference the model.



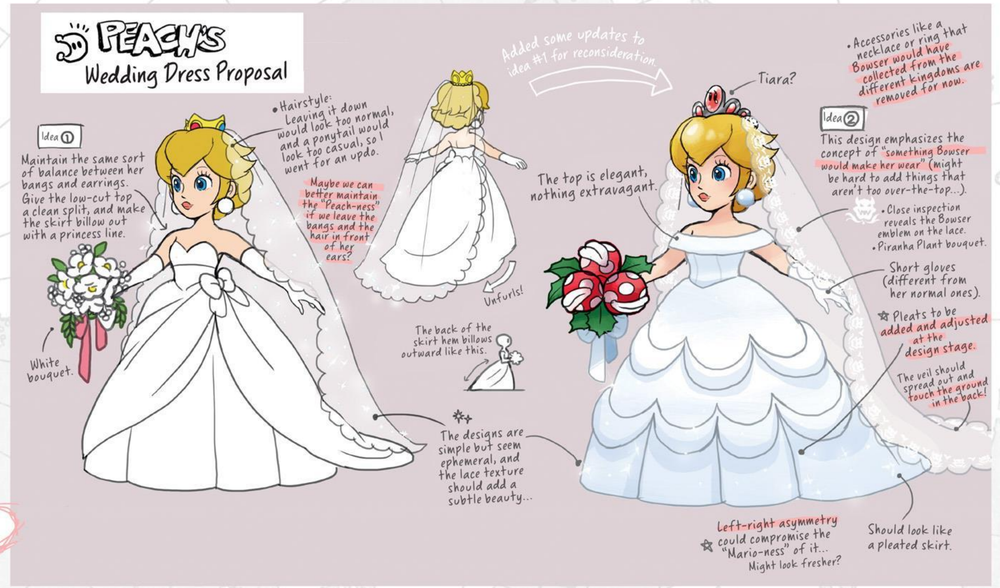


Bouquet Design



Designs

PEACH'S Wedding Dress Proposal
(rough draft)
• More showy accessories
• Open top, mermaid line beneath.
Reveal some of her legs (enough to show how pretty her shoes look.).
Left-right asymmetry isn't typical Mario style, but let's try it...
A-line skirt gives her a chicer silhouette than usual. The high-necked look is elegant.
If you add color (only lightly), make it somewhere between purple and light blue. I'm afraid pink would make her seem like the same old Peach...
This mermaid-line dress is very tight. It's less dramatic, but it would show off Peach's figure, maybe with a sexier feel?


PEACH'S Wedding Dress Proposal
Added some updates to idea #1 for reconsideration.
Idea ①
Maintain the same sort of balance between her bangs and earrings. Give the low-cut top a clean split, and make the skirt billow out with a princess line.
White bouquet.
• Hairstyle: Leaving it down would look too normal, and a ponytail would look too casual, so I went for an updo.
Maybe we can better maintain the "Peach-ness" if we leave the bangs and the hair in front of her ears?
Unfurls!
The back of the skirt hem billows outward like this.
The designs are simple but seem ephemeral, and the lace texture should add a subtle beauty...
Tiara?
The top is elegant, nothing extravagant.
• Accessories like a necklace or ring that Bowser would have collected from the different kingdoms are removed for now.
Idea ②
This design emphasizes the concept of "something Bowser would make her wear." (might be hard to add things that aren't too over-the-top...).
• Close inspection reveals the Bowser emblem on the lace.
• Piranha Plant bouquet.
Short gloves (different from her normal ones).
Pleats to be added and adjusted at the design stage.
The veil should spread out and touch the ground in the back!
Left-right asymmetry could compromise the "Mario-ness" of it... Might look fresher?
Should look like a pleated skirt.

DESIGNER'S NOTE

This design balances the defining features of a wedding dress with Peach's signature cuteness. We mulled over all sorts of dress designs in early development and went with a regal princess-line dress to keep it in Peach's style. The white hues were chosen with the comparison between Mario and Bowser in mind, with sumptuous materials like silk and lace to provide a contrast in texture. The lamé-trimmed veil shimmers when it moves.

This outfit shows more shoulder and back than Peach's usual dress. A wedding dress is important to the person wearing it, so we were sure to craft it carefully. The Piranha Plant bouquet is clearly Bowser's contribution to her ensemble, a detail the development team thought was both cute and creepy.

Character/Concept Artist Akane Yoshida

Wedding Peach Idea ④
• This princess-line dress should have more volume than her normal dress.
I'm aiming for a design with detail easy to reproduce in a 2D illustration. This should help us achieve a wedding dress with the typical Mario aesthetic. ...It would also reduce the gap between this and the CG version.
Make it as big as possible so it stands out as a 3D object.
Making the veil as short as possible would make it much more versatile.
Peach's hair should have the same volume as usual, but don't make it look too casual.
The frills look a little too complicated, so maybe they should be simpler... Like this.
Kamek uses magic to put Peach in this dress.
Long enough to almost touch the floor.

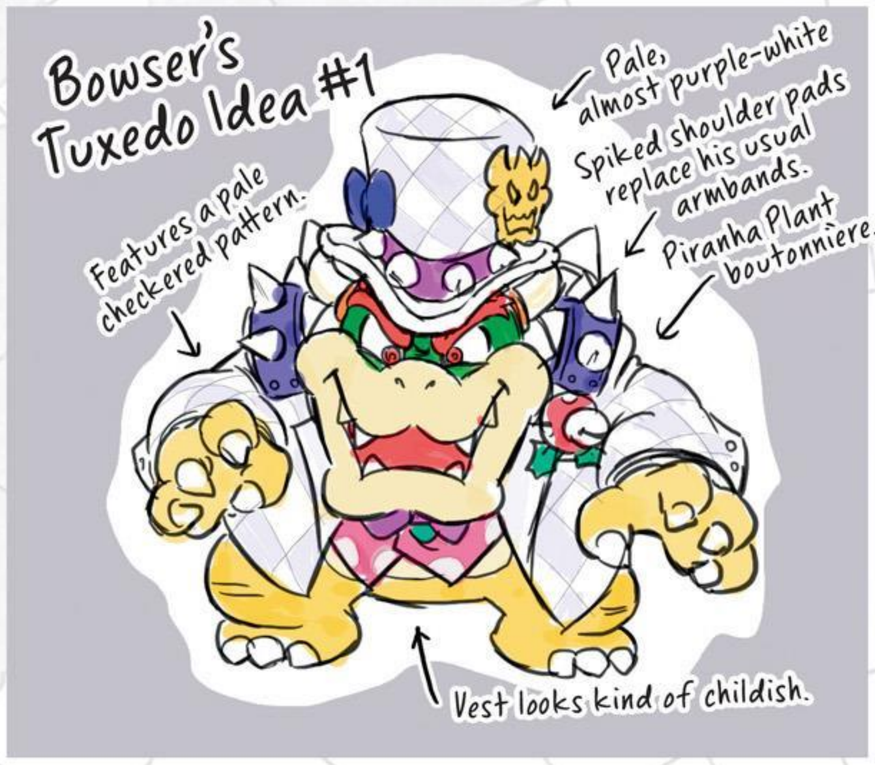
Bowser

The King of the Koopas, who kidnaps Peach and tries to marry her by force. This time around he hires the Broodals to help and goes around pilfering the treasures he needs for the wedding ceremony.

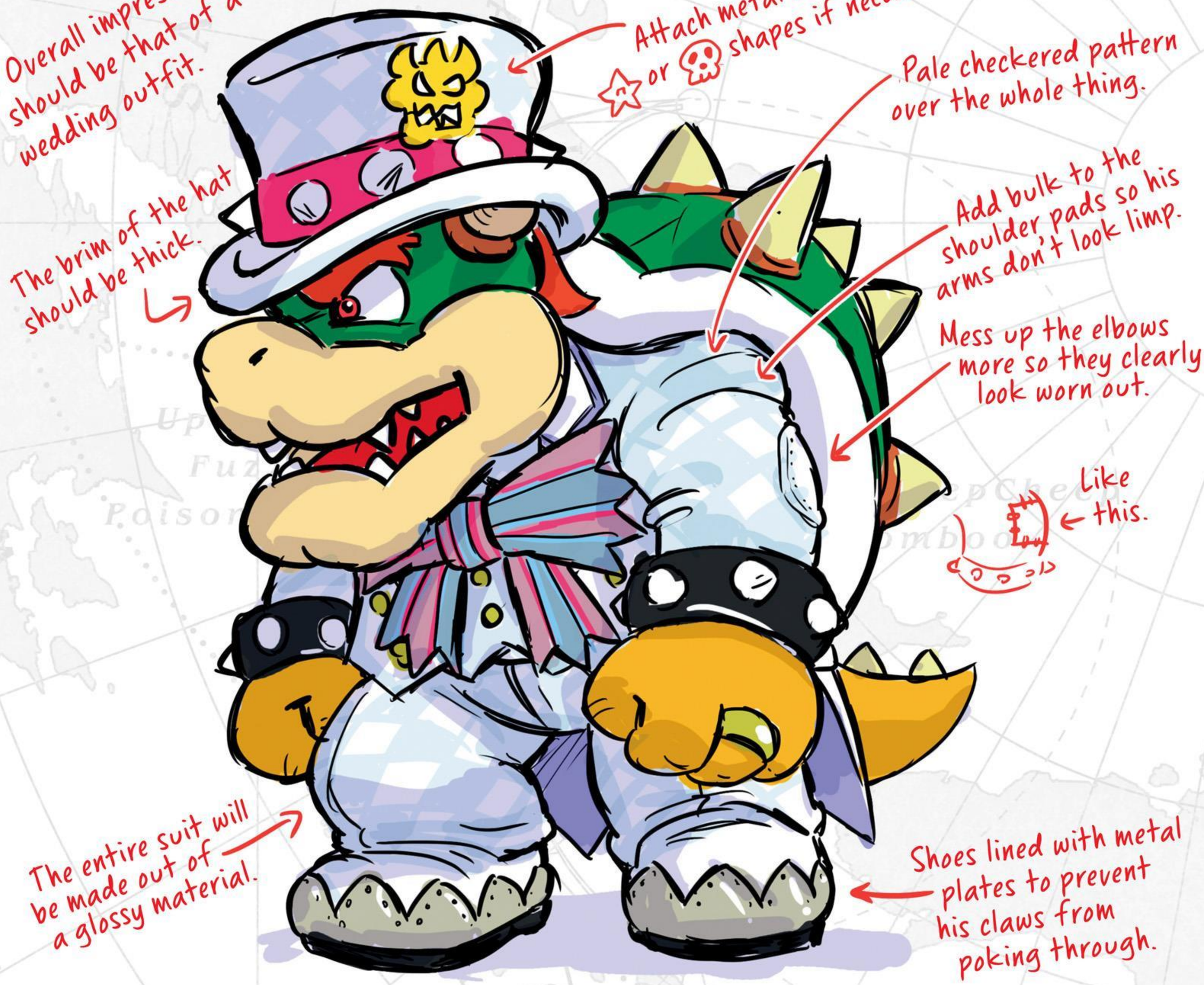
Wedding Outfit

Bowser dressed in a tuxedo. His hat is emblazoned with his own symbol.

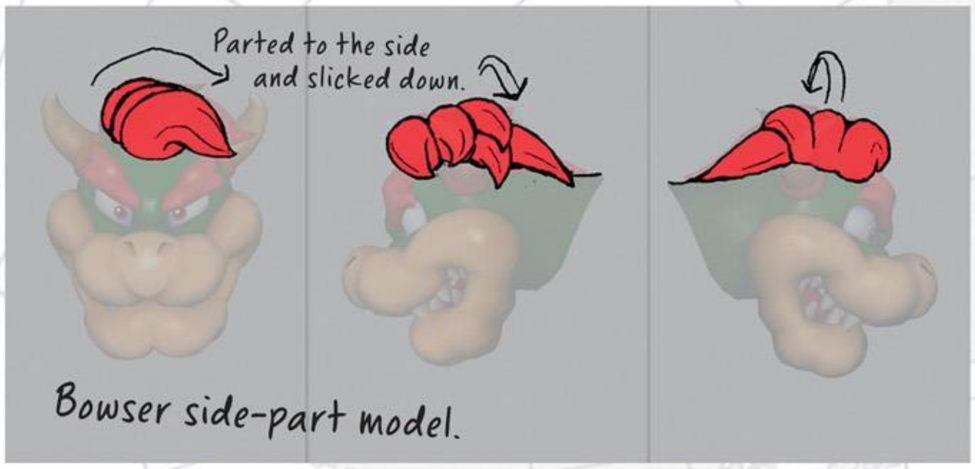
Design


Bowser's Tuxedo Idea #1
Pale, almost purple-white
Spiked shoulder pads replace his usual armbands.
Piranha Plant boutonnière.
Features a pale checkered pattern.
Vest looks kind of childish.

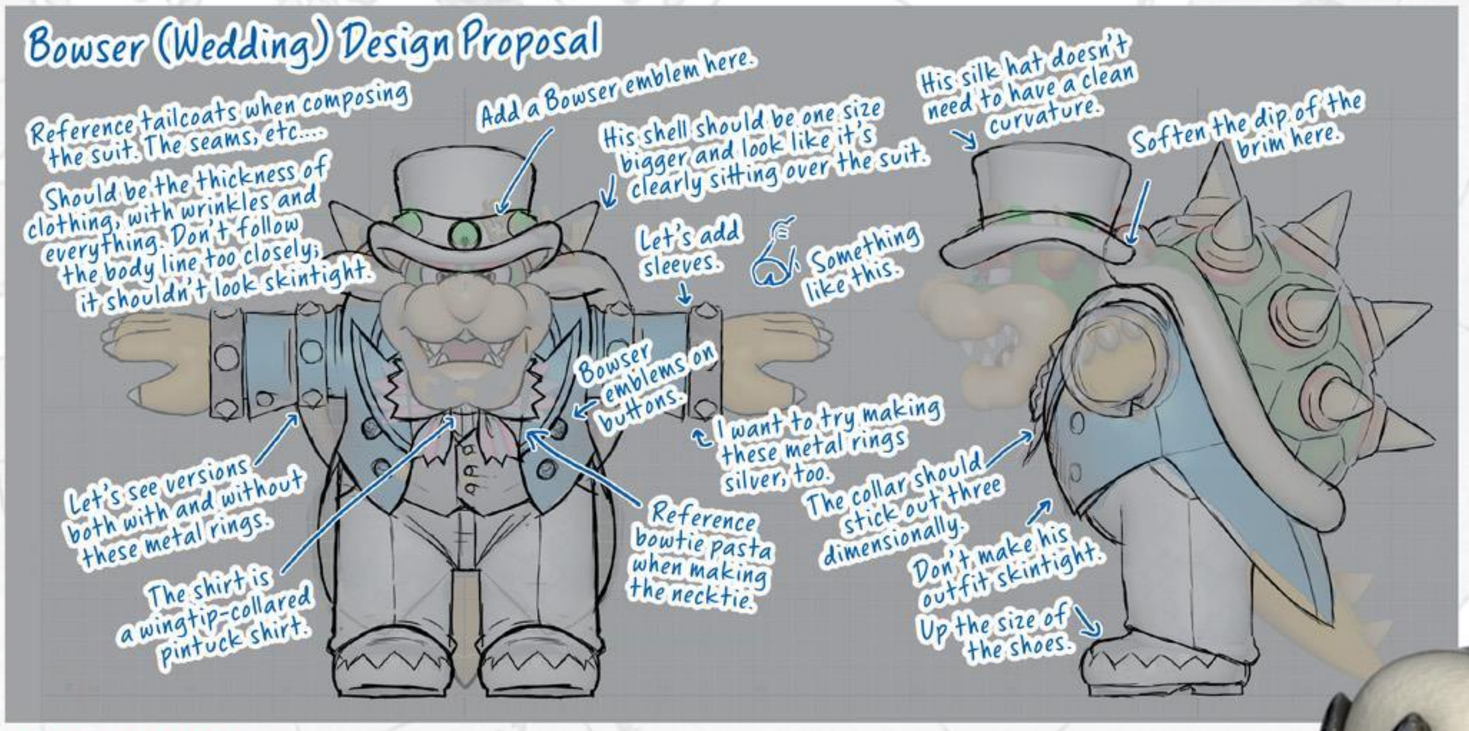
Design


Overall impression should be that of a wedding outfit.
Attach metal badges in ? or shapes if needed.
Pale checkered pattern over the whole thing.
The brim of the hat should be thick.
Add bulk to the shoulder pads so his arms don't look limp.
Mess up the elbows more so they clearly look worn out.
Like this.
The entire suit will be made out of a glossy material.
Shoes lined with metal plates to prevent his claws from poking through.

Hair Design



Hair Turnaround


Bowser (Wedding) Design Proposal
Reference tailcoats when composing the suit. The seams, etc....
Should be the thickness of clothing, with wrinkles and everything. Don't follow the body line too closely; it shouldn't look skintight.
Add a Bowser emblem here.
His shell should be one size bigger and look like it's clearly sitting over the suit.
Let's add sleeves.
Something like this.
Bowser emblems on buttons.
I want to try making these metal rings silver, too.
Let's see versions both with and without these metal rings.
The shirt is a wingtip-collared pintuck shirt.
Reference bowtie pasta when making the necktie.
His silk hat doesn't need to have a clean curvature.
Soften the dip of the brim here.
The collar should stick out three dimensionally.
Don't make his outfit skintight.
Up the size of the shoes.

Front and Side View

Rough Sketches

DESIGNER'S NOTE

Bowser is much more serious this time, and we designed his wedding suit to show just how committed he is to the union. His incredible customized tux was probably made by his minions, and likely cost way more than Mario's suit.

We made sure not to add too much ornamentation to Mario's wedding attire, but Bowser's has gaudy, spiky protrusions all over, reflective of his personality. His trademark armbands have been swapped out for silver ones to fit the occasion.

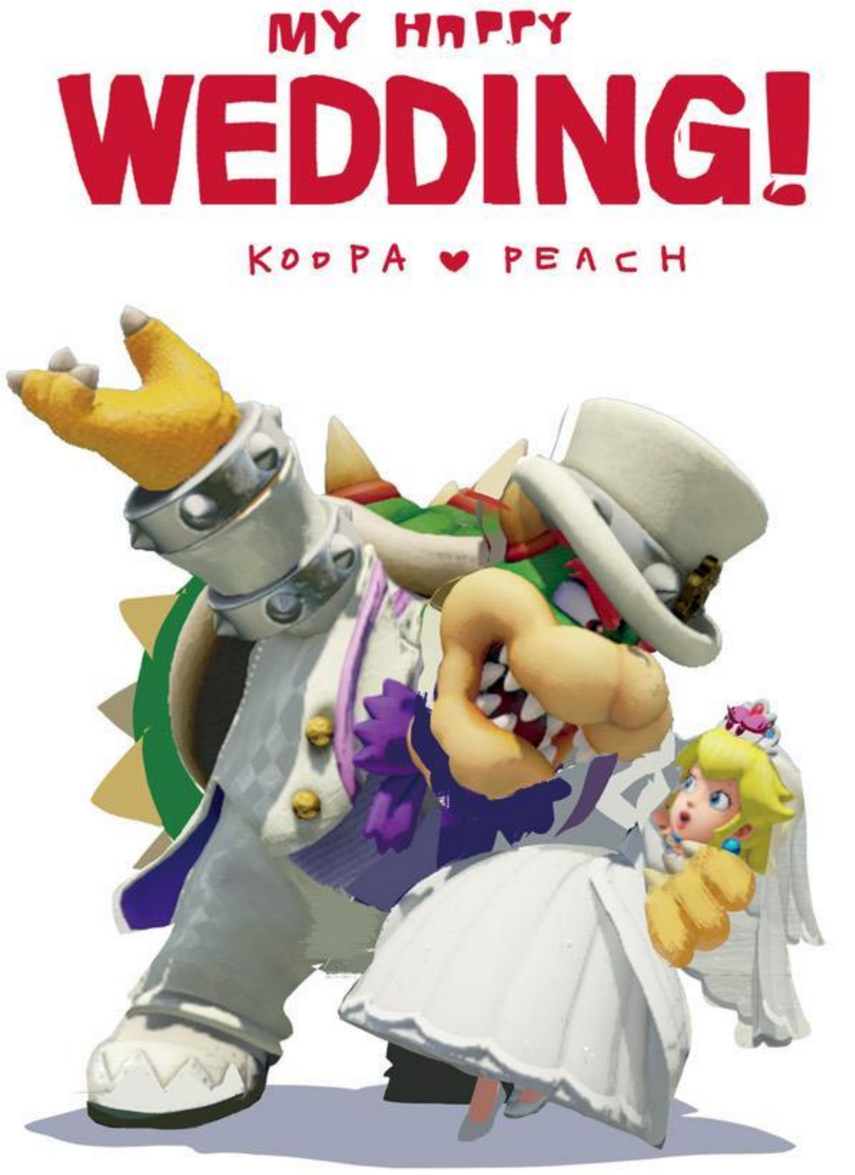
Bowser usually doesn't wear any clothing, so when drafting this look we were careful not to lose what makes the King of the Koopas so recognizable. At one point we considered just giving him the jacket. It made him look like we'd caught him getting undressed, so we gave up on it. I feel like the final design really captures this big guy's essence, right down to his spiky shoes.

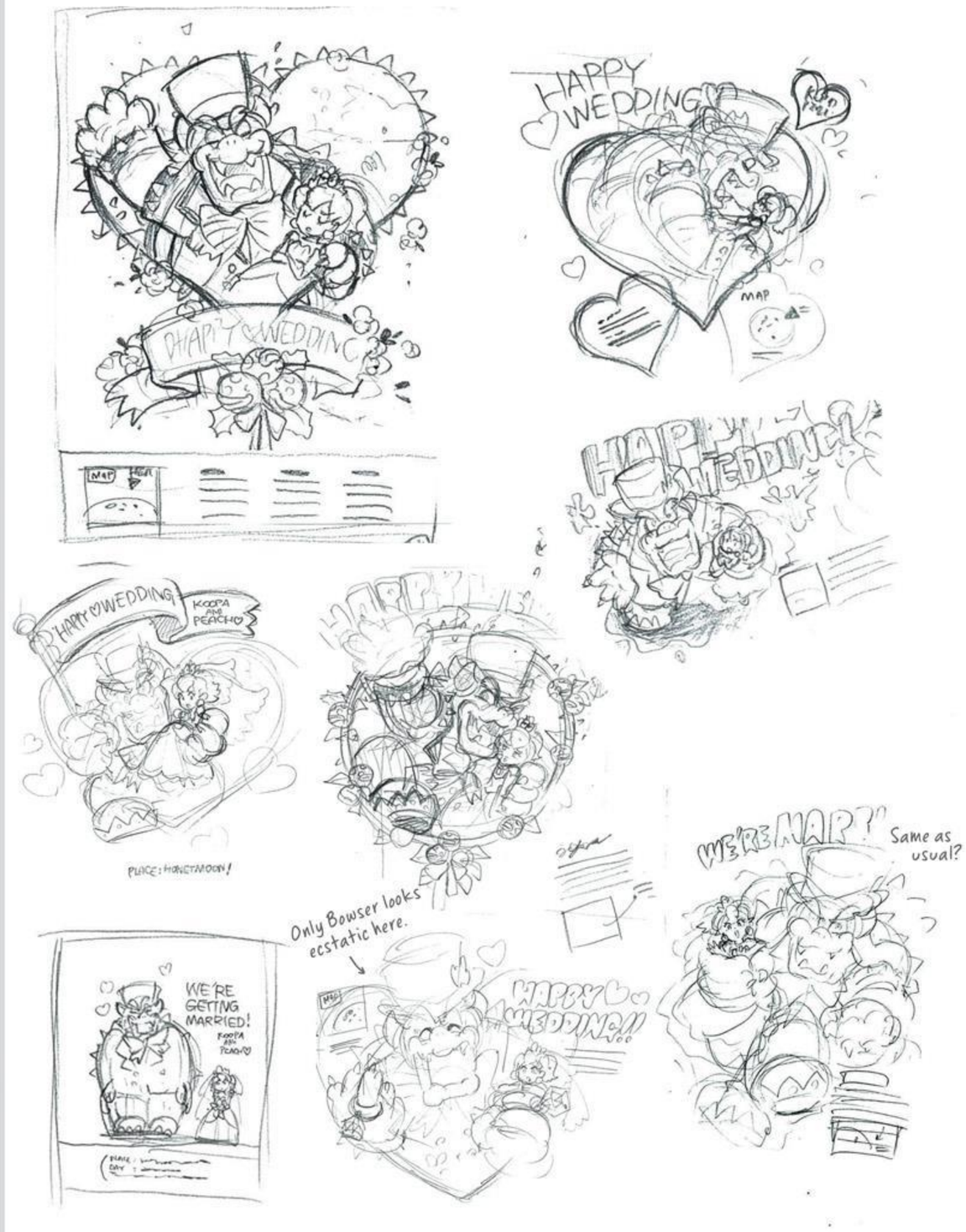
Character Art Lead Sho Murata

Wedding Announcement Poster

Designs for posters and fliers put up in each kingdom to advertise the "happy" occasion.

Preliminary Designs

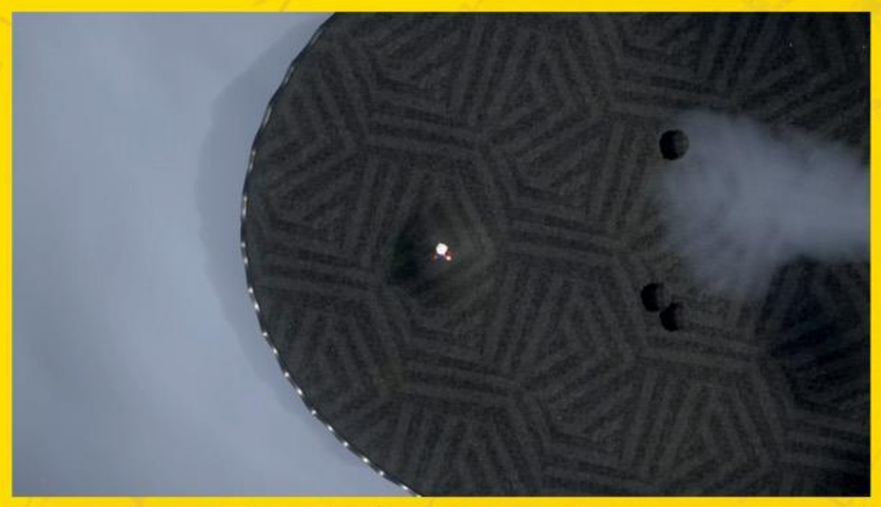




Preliminary Designs

World Poster Proposal (Landscape #1)

World Poster Proposal (Portrait #1)



The Hero Awakens . . .

After Bowser sends him flying off the airship, Mario finds himself in a dark and gloomy land. While checking out the area, he stumbles upon a creature shaped like a white top hat. Startled, it flees, and the plucky plumber gives chase.

Storyboards

Cap Kingdom

Bonneton

DESIGNER'S NOTE

This is the first kingdom players visit after Mario's defeat in the opening cinematic. This kingdom's strange and slightly disturbing environment was intended to reflect the player's feelings as they dive into this new game. The goals of this stage are many and varied: introducing your partner, Cappy; teaching the Cap Throw technique; revealing parts of the story not conveyed in the opening; learning the new Capture mechanic; and finally, giving Mario and Cappy a foe to vanquish together before starting their adventure in earnest. This compact stage lets players take their time to feel things out and was devised to be both well-paced and user-friendly.

Director Kenta Motokura

WORLD DATA

Population:	Middling	Currency:	Hat Shaped
Size:	Smallish	Industry:	Hats, Airships
Locals:	Bonneters	Temperature:	Average 71°F

As the name Cap Kingdom implies, hat-shaped buildings and reliefs are everywhere in this land of tradition and formality. The resident Bonneters excel at ship-building and can even attach sails to their homes to convert them into airships.

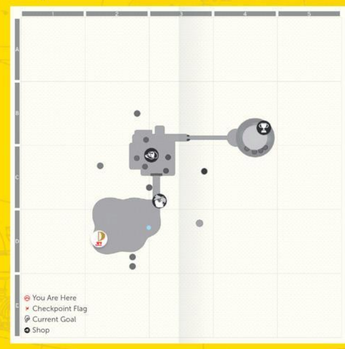
Power Moons

31

Regional Coins

50

Maps



Concept Art

These rough sketches were developed once the world was put together. Hat motifs can be seen across the kingdom.

Cap Kingdom Design Concept
Element Addendum
Power Line
Transport to Cascade Kingdom.
Present the brim like felted material.
Faintly visible in the distance.
Moon
I want to make it particularly large and appealing. (Perhaps Capturable, depending on the situation?)
Sky (night)
Lines should imply a sense of unrest.
Background
I want to make the cityscape extend into the background with hat-shaped elements, wavering like they're in a heat haze, in the distance. Maybe it could even look like a hip metropolis.
Hat tree.
Looks like a hat rack.
Giant Capture Point
Blocking the Entrance
Broken Home
A crushed silk hat. It shouldn't look like it took a direct hit
Bowser motif.
Top-Hat Tower
- Asymmetry
- Stucco that gives off an almost ghostly glow.
I want to add some color to the monochrome.
If having only buildings in the background would be too distracting, we can add in some natural topography.
Structure extends further and further up.
Not all the hills are striped; some are a single color.
Three-dimensional curves + stripes
Looks eerie, like dazzle camouflage.
Moon's reflection.

Design Concept

Preliminary Design

Preliminary Design

Preliminary Design

Preliminary Design

NOTES

Gothic Kingdom Covered in Clouds

A sea of clouds spreads over the gloomy landscape, and hat-shaped silhouettes float against the moon. This may be a quiet land, but the citizens' strong sense of formality is obvious. And yet, the events that take place shake this calm country to its core.

The night sky is dark, but the light of the huge moon is more than enough to illuminate the land.

The deep valley below the cloud sea is quite dangerous. Be sure to Capture a Paragoomba if you want to traverse the sea safely.

STORY

Central Plaza Torn Asunder

The Central Plaza is in utter ruin. Sooty smoke rises from the wreckage of hat-shaped buildings. According to the citizens, a sudden monster attack caused the decimation. As Mario races after the monsters toward the summit of Top-Hat Tower, he spies a massive swath of posters, all announcing Bowser's imminent wedding.

The Central Plaza in disarray. Smoke rises from the homes of the Bonneters.

Touching the smoke covers Mario in ash. A quick Ground Pound will shake off the soot.

Cap Kingdom Design Concept Addendum
Add gradation to the sky while maintaining the matte look. It should look distinctive.
Clearly show all details of craters.
Moon Presentation
I want to try an approach with defined coarse and fine details.
Try using flattened details in some places.
Add a little fog to the moon, more width than height.
Gate.
Gold and black.
Houses. Hidden sails.
Hat silhouettes are clearly visible.
Matte.
Slight detail.
Bridge looks a bit manmade.
Thickets are a grayish forest green.
Cloud sea.
Grayish with a tinge of blue.
Reflection is sharp, like an edge on the landscape.
First area with three-dimensional curves. Looks to be constructed from natural objects.

Design Concept

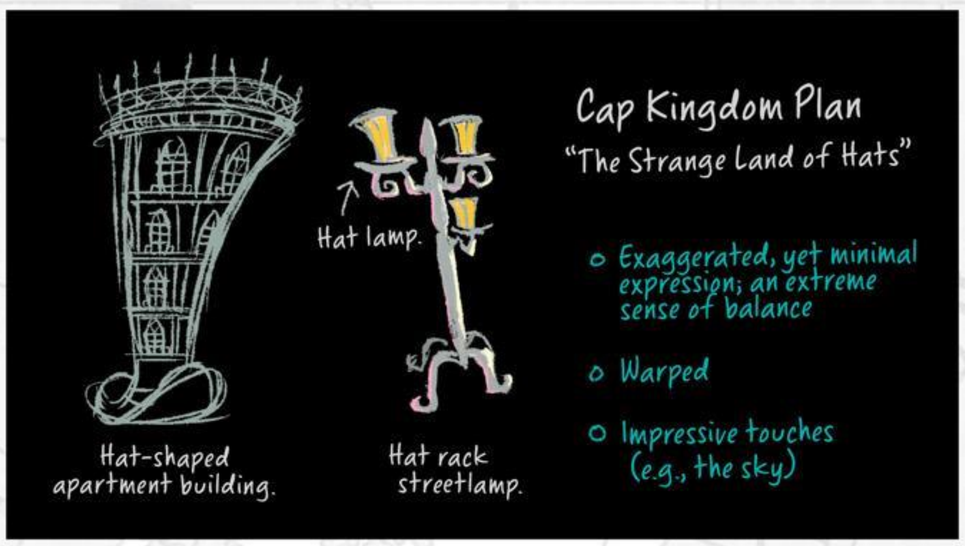
Rough Sketch

Rough Sketch

Rough Sketch

Rough Sketch

Rough Sketches



DESIGNER'S NOTE

The gigantic yellow moon floats above this monochromatic world, and Top-Hat Tower emphasizes that juxtaposition. The area enforces a strong impression of two of the game's key items: hats and Power Moons. Since this is the hometown of Cappy and the other Bonneters, hat-related elements are deeply integrated into the landscape. We were able to surprise players with this kingdom, since no other *Mario* game has started off with a nighttime setting. We also wanted to create a huge contrast between this and the vibrant setting of the following Cascade Kingdom.

Art Director Rikuto Yoshida

Since we couldn't include color in this monochrome world, we needed a thorough plan to craft a quality stage. Mario regains consciousness in a place full of dark, sloping hills. The city design is simple, lit softly by streetlamps. Top-Hat Tower and the moon paint a conspicuous silhouette of a hat in the sky. We aimed to guide players naturally through the environment by establishing design rules for brightness and shape.

The Top-Hat Tower landmark and Bonneter houses introduce top-hat shapes to the scene, displaying the theme in an obvious manner. The grass resembles hat felt, giving players a visual reminder of the theme wherever they go. The streetlamps are designed in the shape of hat racks. The bendy silhouettes invoke the images of the Bonneters' crooked tails, or perhaps a wavering, whimsical mirage.

Field/Concept Artist Asami Inoue

NOTES

Buildings Befitting the Bonneters

This kingdom has a deep connection to caps. The residents live in hat-shaped homes, and the same motif extends to landmarks and streetlights. The fact that the kingdom is named after them tells you just how important they are.

The buildings, the lamps, and even the signboards are all shaped like hats.

The homes and windows of the Cap Kingdom are hat-shaped. These are hovering above the clouds, so be sure not to fall off!

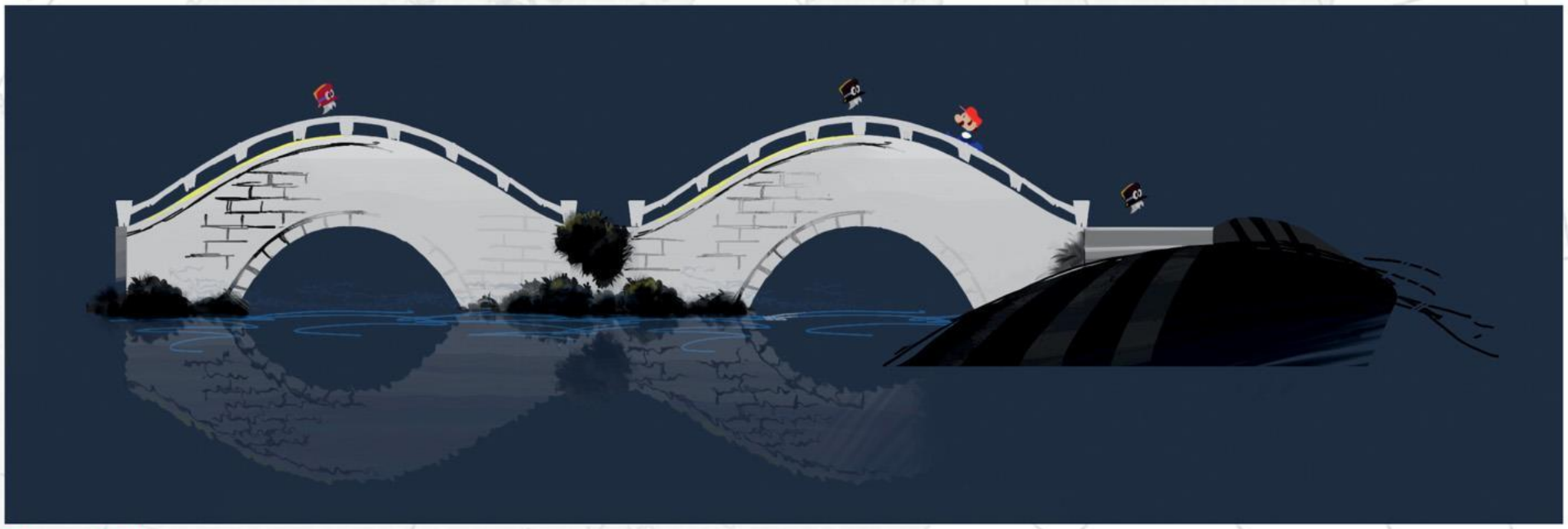
You can see more hat motifs in the distant city skyline.

TRIVIA

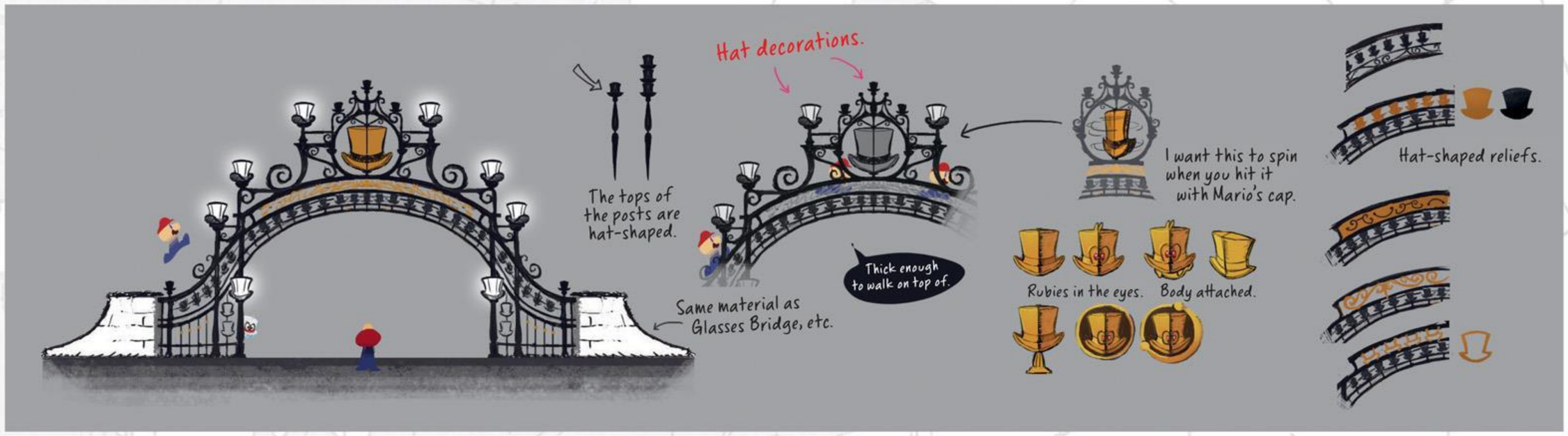
Bowser Tops the Charts

During the game, a blow to the boombox will cause Bowser's condescending laugh to reverberate through the speakers. After the game has been beaten (and Peach rescued), the same blow will cause a fun, upbeat song to play instead.

There are two types of songs, one with English vocals and one with Japanese vocals. Mario bops to the beat.

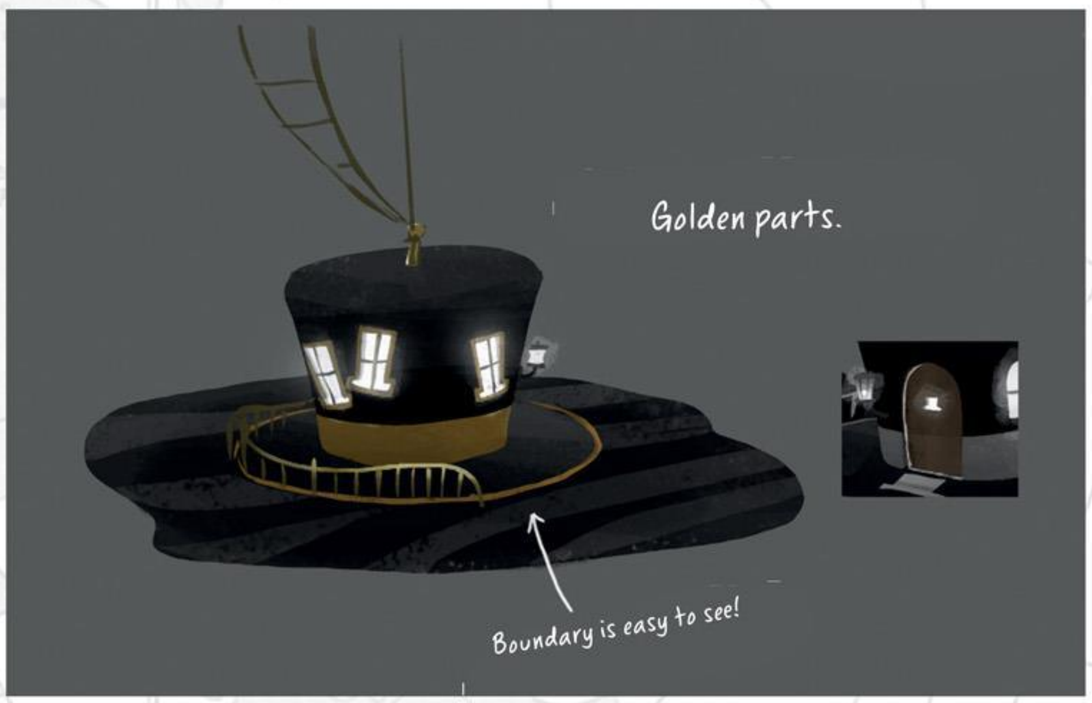


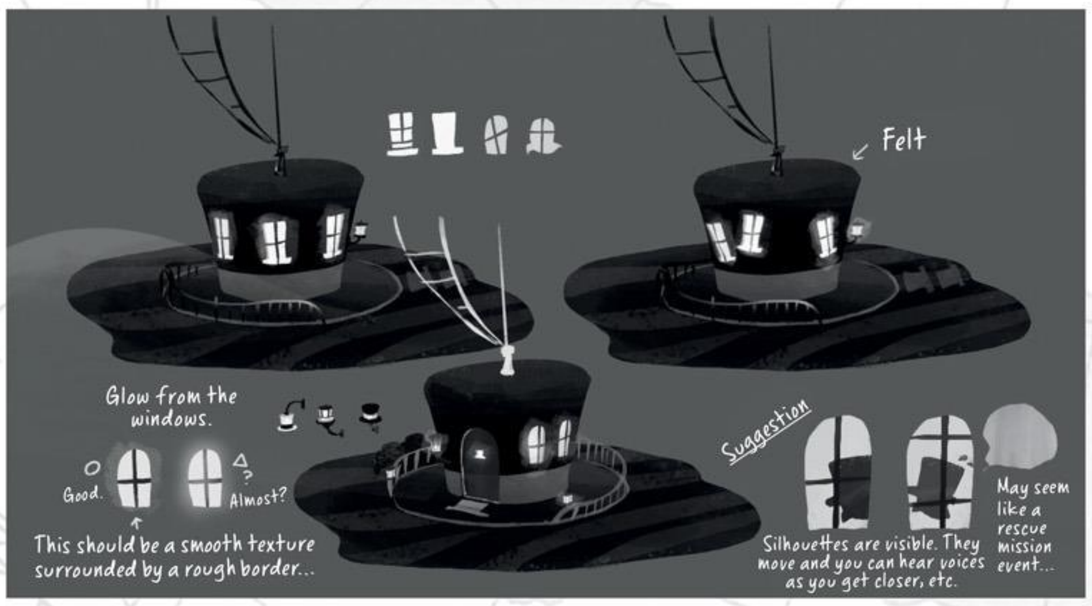
Glasses Bridge


Hat decorations.
The tops of the posts are hat-shaped.
Same material as Glasses Bridge, etc.
Thick enough to walk on top of.
I want this to spin when you hit it with Mario's cap.
Rubies in the eyes.
Body attached.
Hat-shaped reliefs.

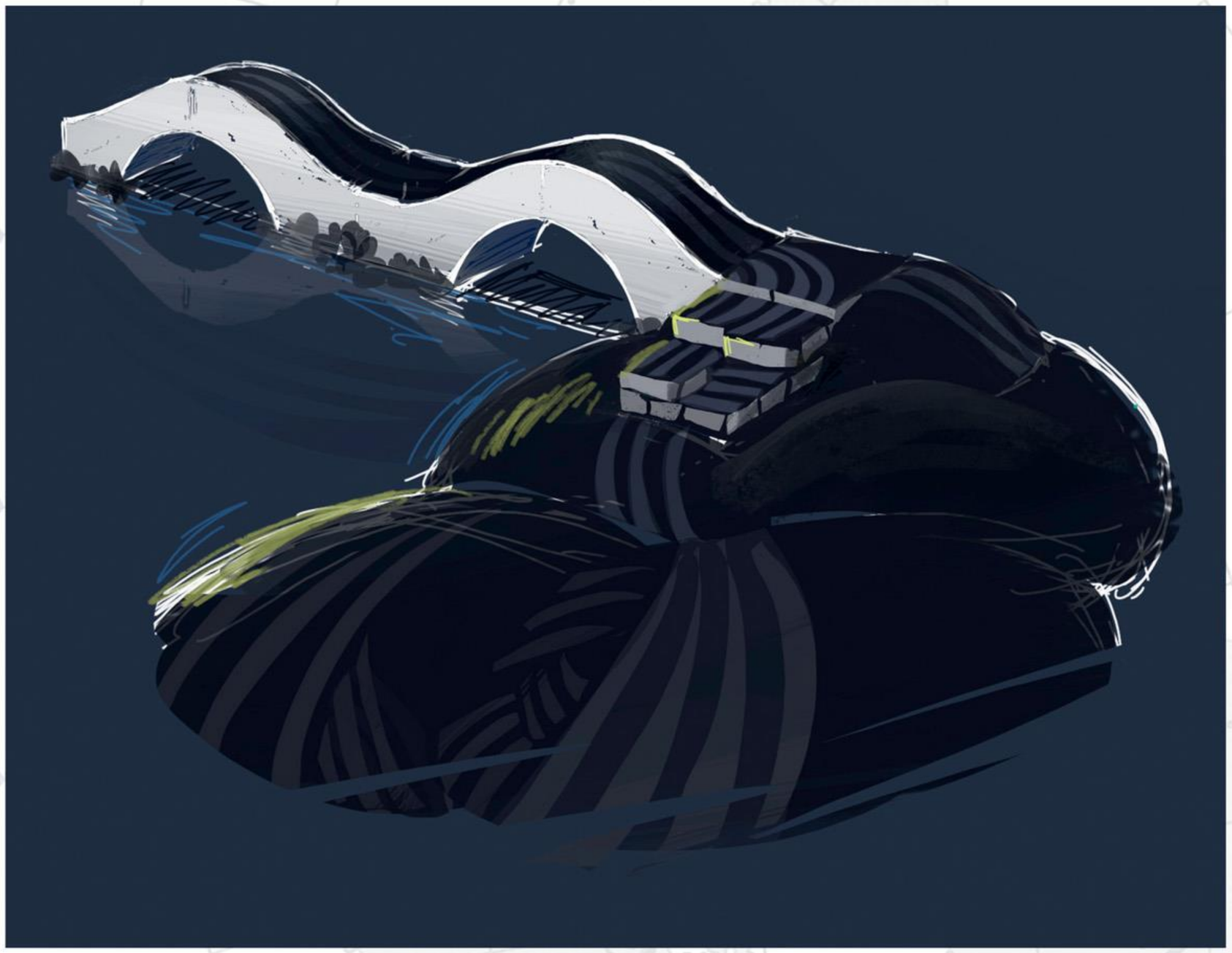
Gate Design

Streetlight Design




Felt
Glow from the windows.
Good.
Almost?
This should be a smooth texture surrounded by a rough border...
Suggestion
Silhouettes are visible. They move and you can hear voices as you get closer, etc.
May seem like a rescue mission event...

Bonneter House Design



Top-Hat Tower Interior

Top-Hat Tower is the highest structure in the Cap Kingdom. Frogs dwell within, and Capturing them lets Mario ascend from inside.

Rough Sketch

Streetlight Design

Rough Sketches

TIPS

Light Up the Night

The Cap Kingdom's streetlights are popular among tourists due to their appearance. Throwing Mario's cap at them or at wall lamps on the houses will set them ablaze. These don't really need to be lit, as they're only used in the rare absence of moonlight.

Throw your cap at the lamps to light them up.

TIPS

Trip the Bridge to Top-Hat Tower

The bridge from the Central Plaza to Top-Hat Tower is movable and can be lowered under the cloud sea in an emergency. Considering the state the Cap Kingdom is in when Mario arrives, he has to flip the switch on the Central Plaza side to lift the bridge back into place.

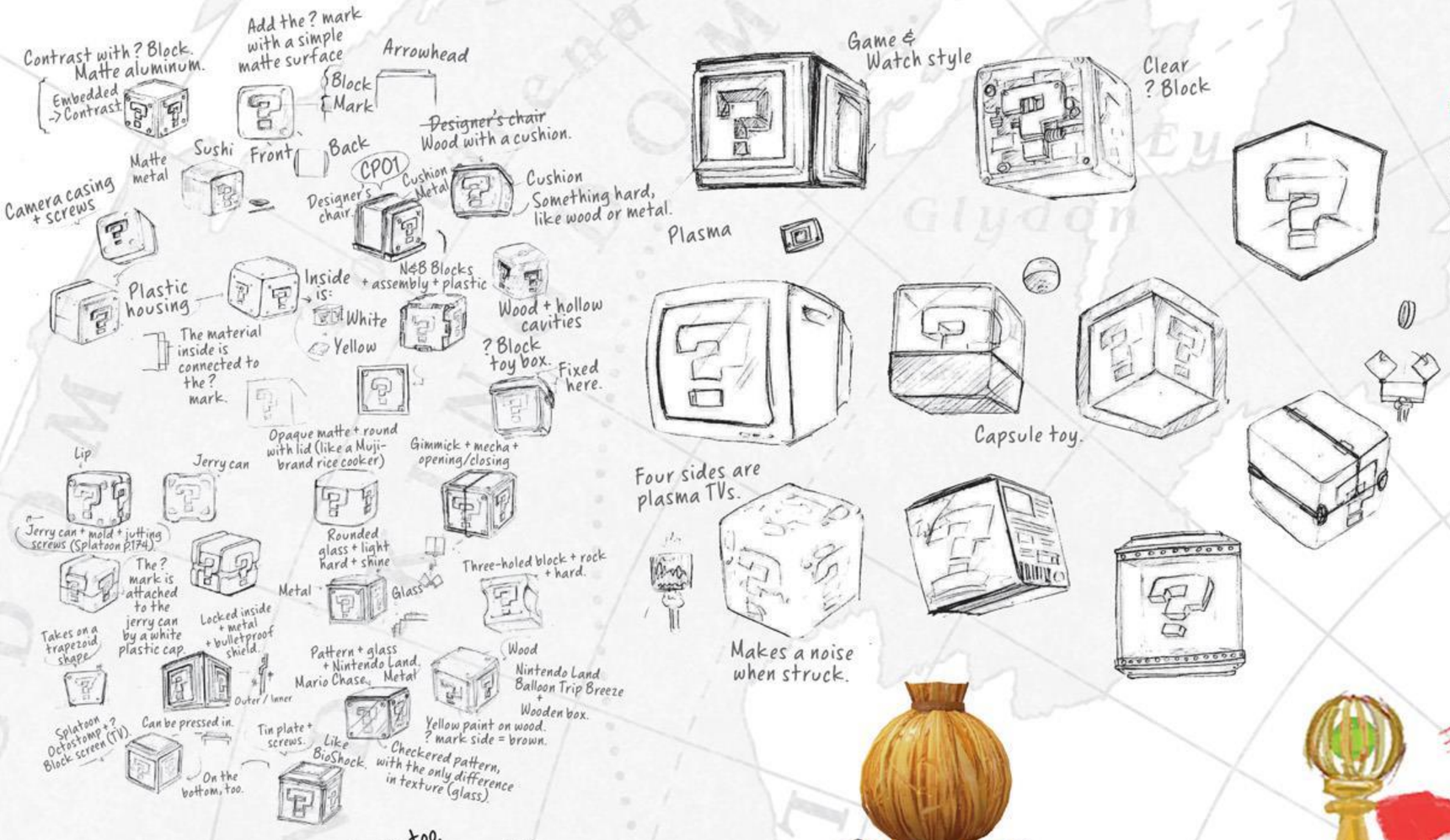
The bridge rises from below the cloud sea when Mario flips the switch. Rolling across the crests and dips of the lanes feels quite exhilarating!

TIPS

The Landmark Top-Hat Tower

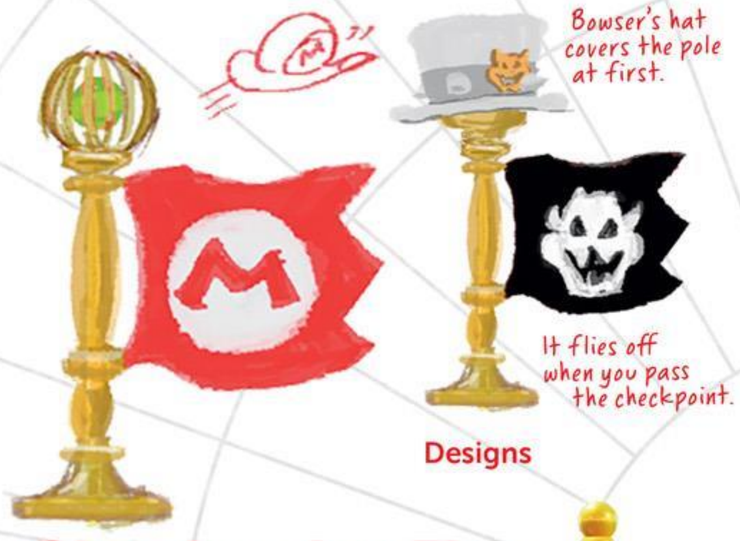
Top-Hat Tower rises into the sky. Getting to the top is impossible from the outside walls. The path inside leads to the summit. Still, there are stark height differences inside the tower, making it difficult for humans to complete the climb.

On your own, climbing this vertical expanse would be a real pain. You'll need the leg power of a frog to make it through.

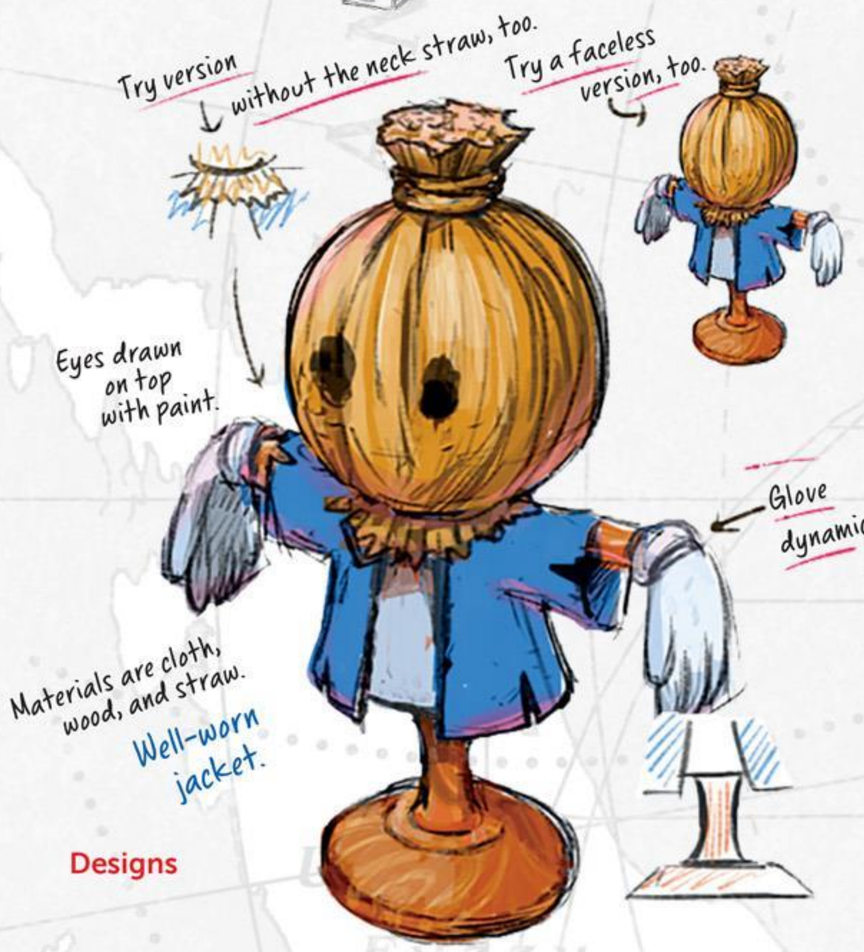

Contrast with ? Block. Matte aluminum.
Embedded -> Contrast
Add the ? mark with a simple matte surface
Arrowhead
Block Mark
Front
Back
Sushi
Matte metal
Camera casing + screws
Designer's chair
CP01
Cushion Metal
Designer's chair. Wood with a cushion.
Cushion Something hard, like wood or metal.
Plastic housing
Inside is:
White
Yellow
The material inside is connected to the ? mark.
N&B Blocks + assembly + plastic
Wood + hollow cavities
? Block toy box.
Fixed here.
Opaque matte + round with lid (like a Muji-brand rice cooker)
Gimmick + mecha + opening/closing
Lip
Jerry can
Jerry can + mold + jutting screws (Splatoon p174)
Rounded glass + light hard + shine
Three-holed block + rock + hard.
Metal
Glass
The ? mark is attached to the jerry can by a white plastic cap.
Takes on a trapezoid shape.
Locked inside + metal + bulletproof shield.
Outer / Inner
Pattern + glass + Nintendo Land. Mario Chase. Metal
Wood
Nintendo Land Balloon Trip Breeze + Wooden box.
Yellow paint on wood. ? mark side = brown.
Splatoon Octostomp + ? Block screen (TV).
Can be pressed in.
Tin plate + screws.
Like BioShock.
Checkered pattern, with the only difference in texture (glass).
On the bottom, too.
Game & Watch style
Plasma
Clear ? Block
Capsule toy.
Four sides are plasma TVs.
Makes a noise when struck.

? Block

A block that spits out coins or hearts when struck. You can see an alternative design for this block in New Donk City.



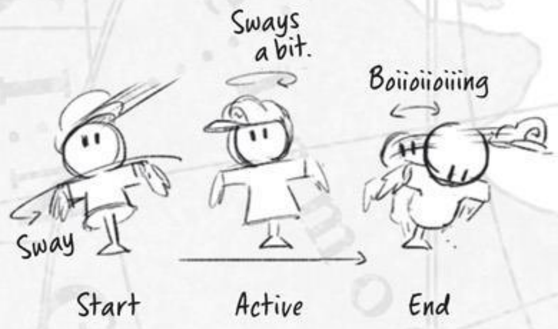
Designs


Try version without the neck straw, too.
Try a faceless version, too.
Eyes drawn on top with paint.
Glove dynamics.
Materials are cloth, wood, and straw.
Well-worn jacket.

Designs

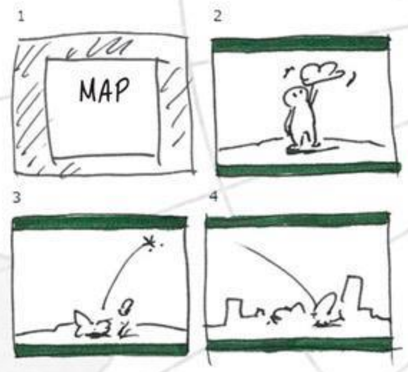
Scarecrow

Throwing your hat at this fellow makes a Power Moon appear for a limited time.



Checkpoint Flag

Touching this flag lets you warp to it from anywhere on the map.



Warp Storyboard

Hat attaches here.
Exposed to rain, making parts of it rust.
Uses a type of spray propulsion to climb, not jet propulsion.
Fwoooosh
Setting
This is a fixed observation device installed by a sightseeing association for onsite investigation...
It isn't linked to any network, so someone has to come occasionally and retrieve the logs.
Some were sent to the area and forgotten.
Made by the same company that made the binoculars from Super Mario 3D Land. These are an older model that can't handle stereoscopic 3D.

Designs

Binoculars

Capturing these lets you gaze far into the distance.

DESIGNER'S NOTE

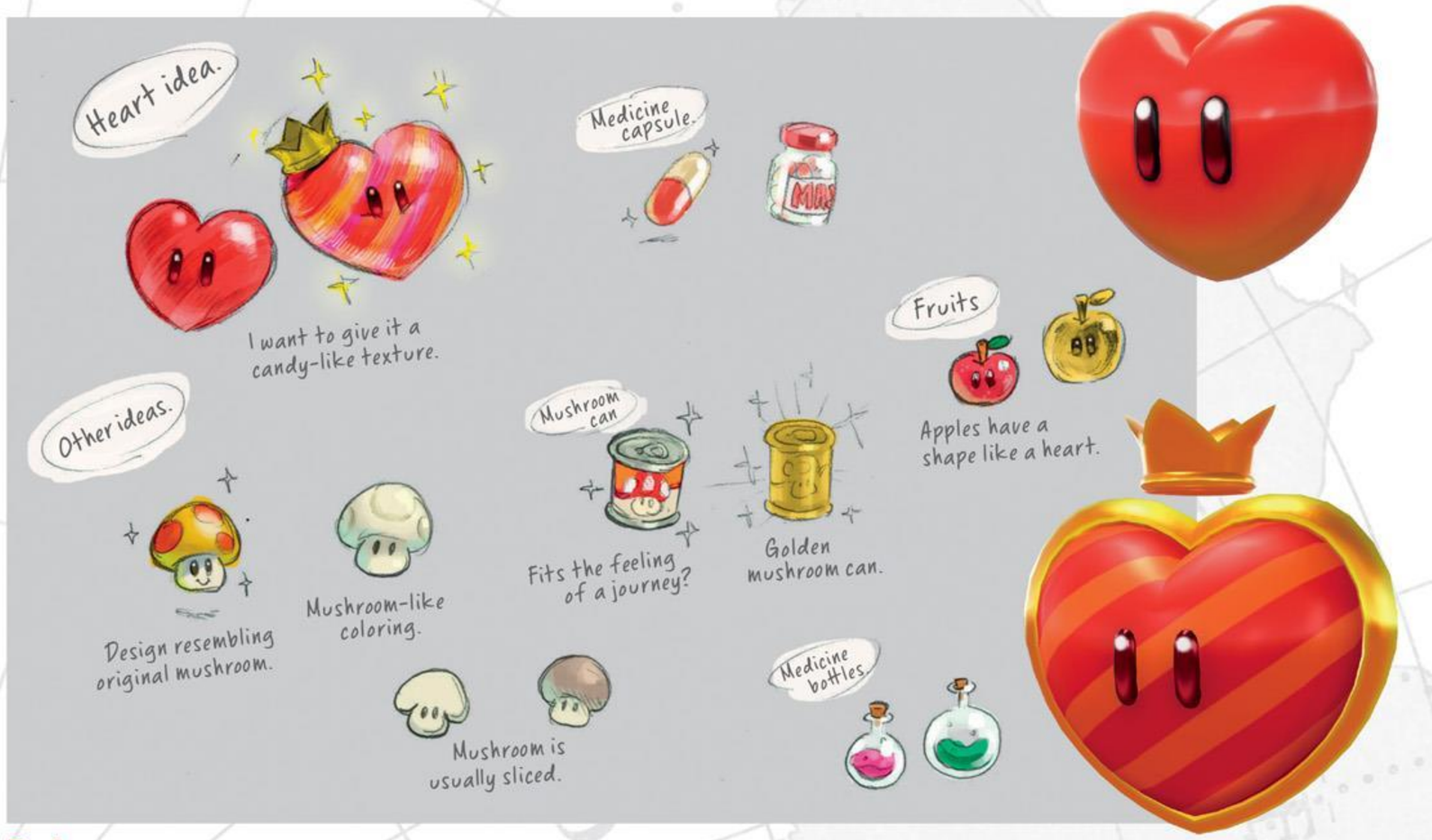
The ? Block is a series staple, and many designs were considered for this version. Each series has its own spin on the design, but since the ? Block embodies what makes this particular game special, we explored a few more unusual options. A version with lots of grooves, one with more traditional features, one shaped like a digital scoreboard . . .

Ultimately we decided to add minute details to the standard base design, so that it could mesh with the wide variety of worlds appearing in the game. The final design ended up being more sophisticated than usual. The look remains clean, but with a clear texture to it. The designer in charge of the ? Block suffered through lots of fine-tuning, but I believe the results speak for themselves.

Character Art Lead Sho Murata

Hearts and Life-Up Hearts

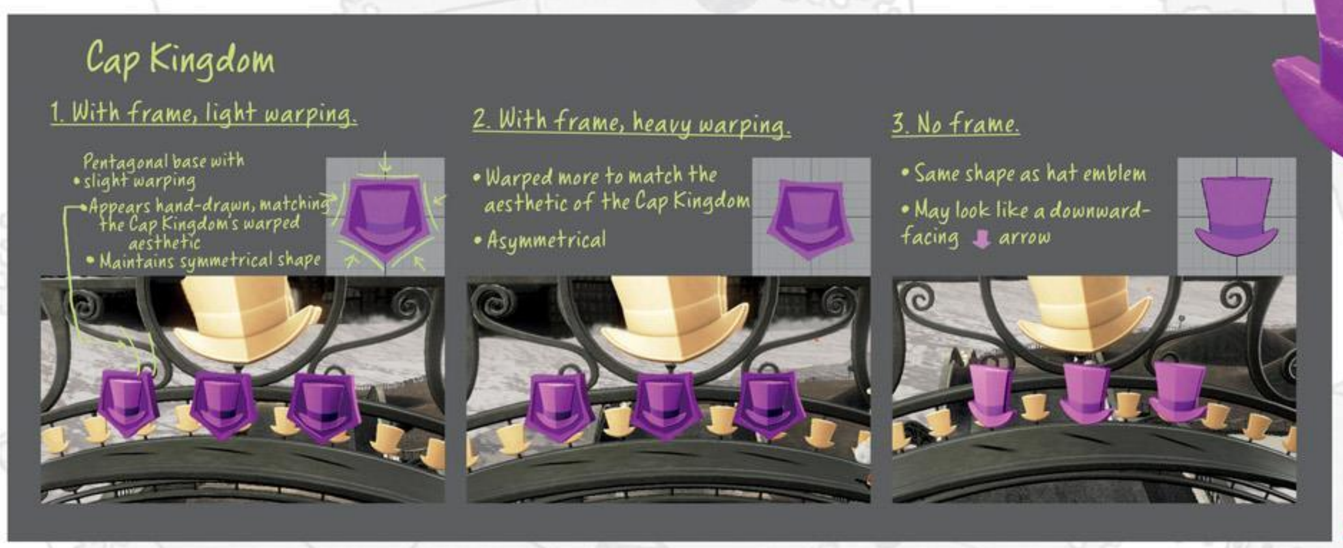
Hearts restore Mario's health, while Life-Up Hearts increase his maximum health by three units.



Designs

Regional Coins

Purple coins used only in their respective kingdom. The Cap Kingdom uses hat-shaped currency.


Cap Kingdom
1. With frame, light warping.
Pentagonal base with
• slight warping
• Appears hand-drawn, matching the Cap Kingdom's warped aesthetic
• Maintains symmetrical shape
2. With frame, heavy warping.
• Warped more to match the aesthetic of the Cap Kingdom
• Asymmetrical
3. No frame.
• Same shape as hat emblem
• May look like a downward-facing arrow

Designs

Spark Pylon

Capture one of these to travel along power lines to the pylon on the other side.

Power Line Capture
(Design)
• Make the size and shape of the mustache large and easy to see even when the camera is pulled away.
• Like the Fuzzies, I'd like to make each tuft of the mustache move independently.
The eyes and irises are smaller than they usually are on Mario.
Like this.
Always appears to be clenching his teeth.
Body is almost entirely composed of effects.
Awawawa!
Close-up expression on the way to Cascade Kingdom.
Wario-like.

Capture Look Design

NOTES

Checkpoint Flag Coordination

The pole is different in each kingdom, matching the color of that land's Power Moons. The Checkpoint Flag on the *Odyssey* is always yellow.

Checkpoint Flags for Fossil Falls (*left*) and Tostarena (*right*). You can see the difference in pole color between the two.

NOTES

Bag the Binoculars, Scope the Scene

Zoom in and gaze far into the distance. Some kingdoms have odd sights if you look hard enough. Cappy will respond to certain sightings, even chastising you if you try to look directly at the sun.

In the Cap Kingdom, you can see Bonneter houses flying through the skies.

TIPS

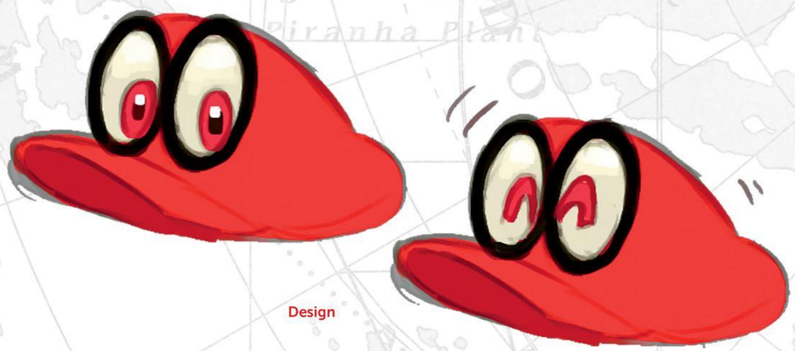
All Aboard the Spark Pylon Express

Capture a spark pylon to move quickly along power lines. These are littered across the kingdoms and are indispensable for your adventure. You can cancel the Capture at any time while moving along the lines.

If there are coins near a power line, you can grab them with the B Button (or by shaking the Joy-Con).

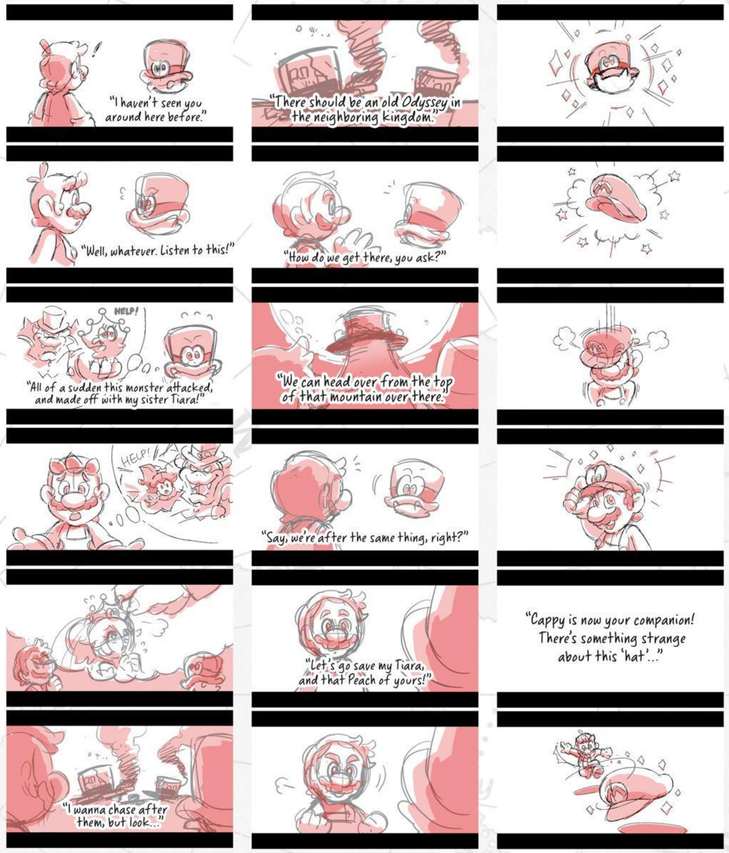
Cappy

A resident of the Cap Kingdom. He joins forces with Mario to rescue his kidnapped sister.



Design

First Meeting Storyboard


"I haven't seen you around here before."
"There should be an old Odyssey in the neighboring kingdom."
"Well, whatever. Listen to this!"
"How do we get there, you ask?"
HELP!
"All of a sudden this monster attacked, and made off with my sister Tiara!"
"We can head over from the top of that mountain over there."
HELP!
"Say, we're after the same thing, right?"
"Cappy is now your companion! There's something strange about this 'hat'..."
"Let's go save my Tiara, and that Peach of yours!"
"I wanna chase after them, but look..."

DESIGNER'S NOTE

Mario's new partner is the top hat Cappy, whose little sister, Tiara, was kidnapped by Bowser. This character was brought to life because the new Capture mechanic was so compatible with the Cap Throw introduced at the prototype stage. We chose Mario's signature cap as a key item to achieve these gameplay mechanics and introduced Cappy as a result.

The development of the friendly Cappy was achieved thanks to the inclusion of the Capture mechanic and the choice to use Mario's cap as a simple object to suit this function. The fact that Cappy is a cap would allow for a natural explanation of the game mechanics.

Director Kenta Motokura

STORY

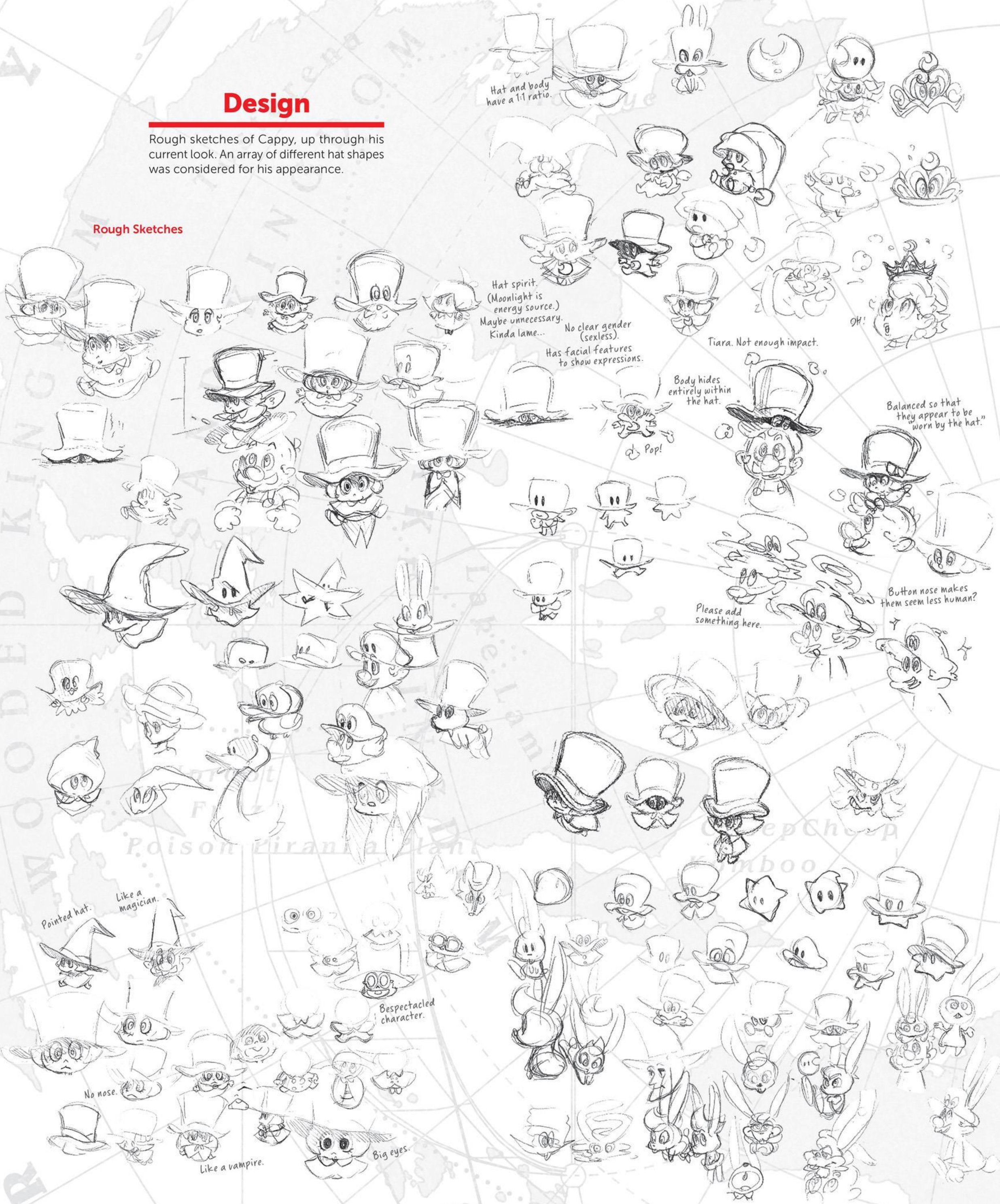
A Chance Encounter in the Cap Kingdom

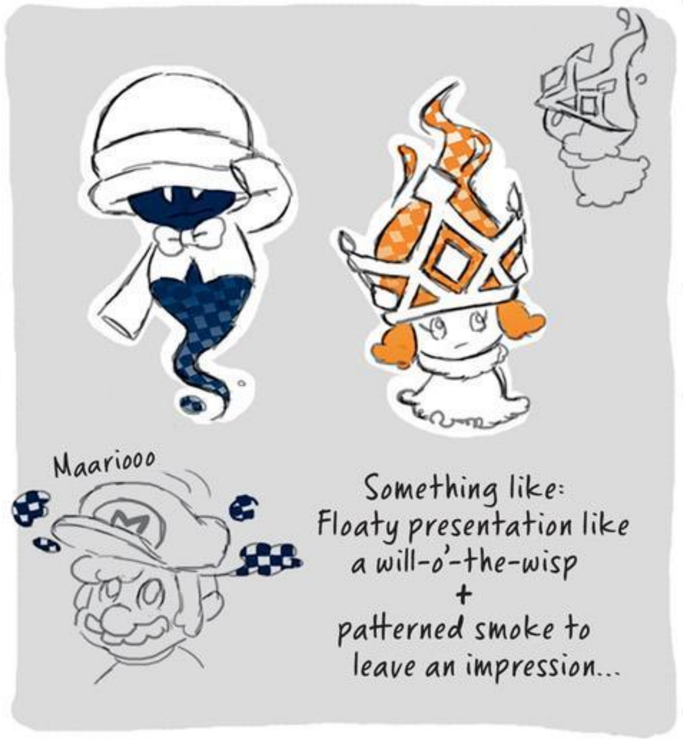
Cappy approaches Mario in the Cap Kingdom. Our hero learns that the timid Bonneter's sister, Tiara, has also been kidnapped by Bowser. He proposes that the two of them work together to take down the King of the Koopas, and takes the place of Mario's hat. The curtain rises on the duo's adventure: as Mario sets out to save the princess, Cappy comes along to rescue his sister.

Design

Rough sketches of Cappy, up through his current look. An array of different hat shapes was considered for his appearance.

Rough Sketches





DESIGNER'S NOTE

Cappy's motif, the distinctive top hat, was determined very early on to make sure his identity as a hat-shaped character was easily understood. His eyes and color scheme were clearly important, but these simple elements made him a bit difficult to design. It took a lot of trial and error to get him to his final look. Tons of sketches were drawn up. When the designer drafted the final proposal, which included a tuft of hair as an accent, it finally felt like a clear analog to the game's overall design.

Art Director Rikuto Yoshida

We went through several iterations to make sure important aspects of Cappy, like his eyes, were distinctive enough to work with all of the shapes he'd need to transform into to match Mario's costumes. You can catch glimpses of this process in any of his designs. The coloring was pretty hard to pin down. We tried all sorts of options, like pink and purple tones offset from Mario's red and blue hues. In the end we opted to make him all white, with the idea that it would facilitate his transformations into all of the colorful hat variations seen in-game. Another big reason for this is that he would match the final wedding attire.

Cappy's signature eyes and hair really stand out and seem almost ghostly. This makes me think we made a good decision.

Character Art Lead Sho Murata

Designs

Bluebird of happiness (that image might be why she got captured?)

Hat spirit.
A bit of a witch-like air about them.
Hat and body have about a 1:1 ratio.
Gender isn't defined.
Like they're wearing an overcoat.
As if they're being worn by their hat.

NOTES

Cowardly Cappy's Great Adventure

Cappy shows his spineless side when he runs off at the sight of Mario. Still, he plucks up his courage to speak with the plumber and ends up setting off with him in order to rescue his sister. The pair face all sorts of trouble on their adventure, but together they see it through.

Cappy's face conveys a wealth of expression. The brim of his cap betrays his emotions and even trembles when he's scared.

Changing hats in-game alters Cappy's appearance. No matter his shape, his eyes are always visible.

TIPS

Lending Mario a Helping . . . Hat?

Mario utilizes all sorts of combination moves by throwing Cappy. Various techniques like the Upward Throw and Spin Throw let him attack enemies, Cap Jump, and more. Of these moves, the Capture technique is Cappy's specialty.

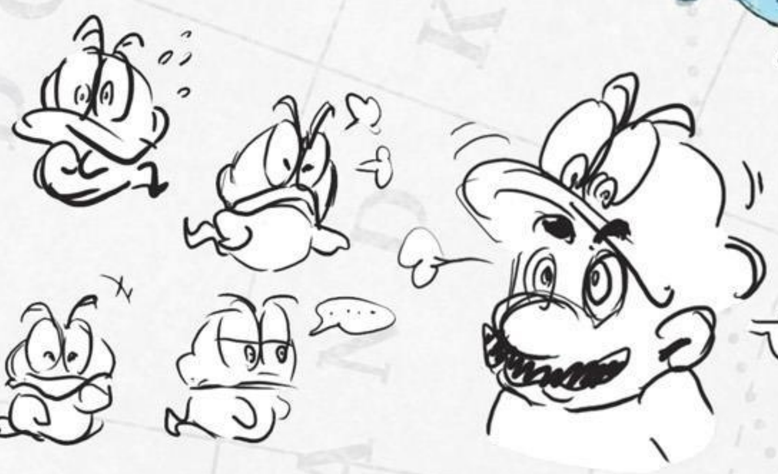
Cappy is handy for more than just striking foes—use him to pull up posts, grab coins, and more!

Hop on Cappy for a Cap Jump. Jump higher and fly farther with a little help from your friend!

The shape of this arch isn't drawn well.

Body tucks into the crown of the hat.

The hat is larger than the body itself.



Tricorn.

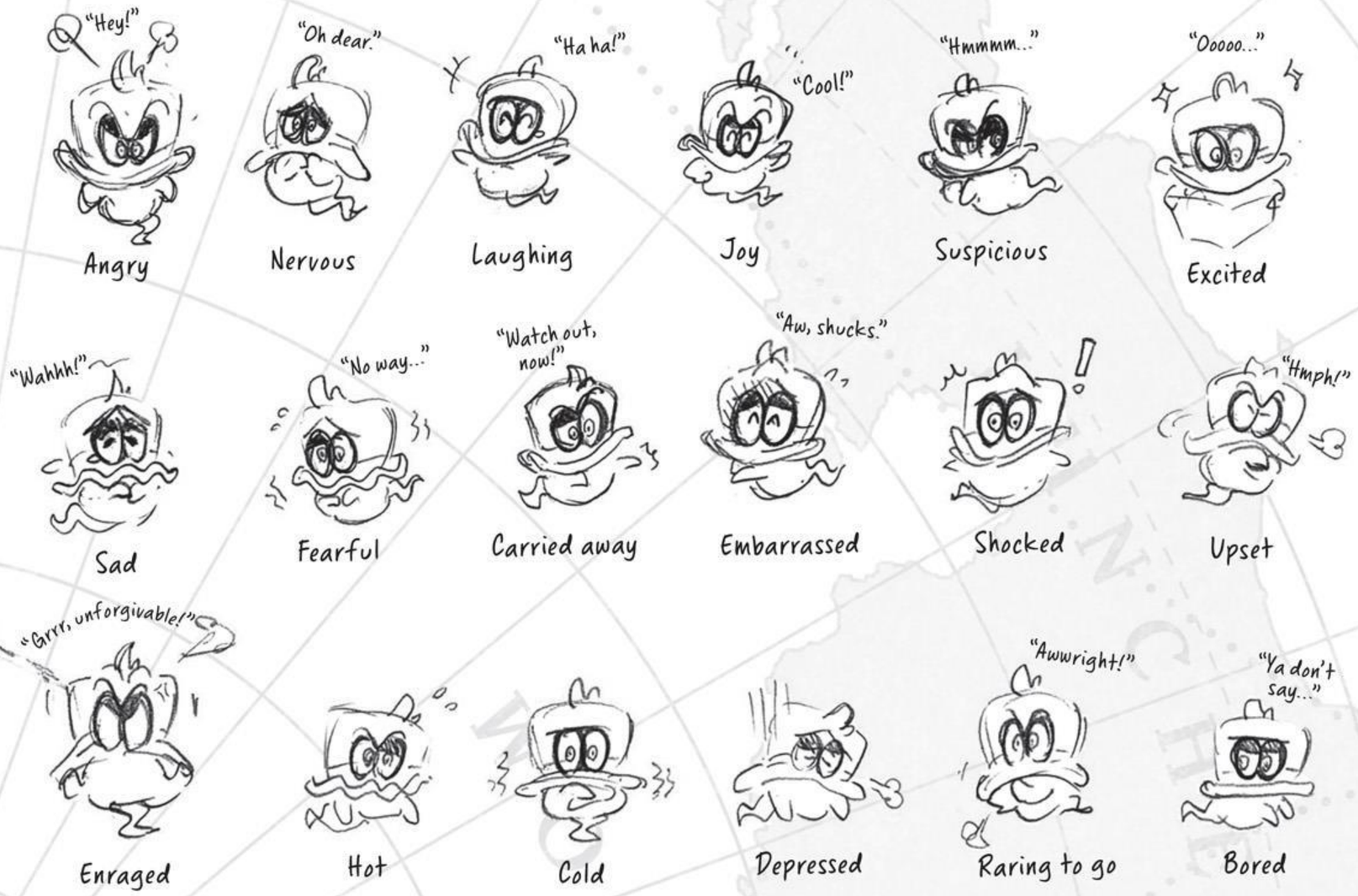
Bicorn.

Existing style.

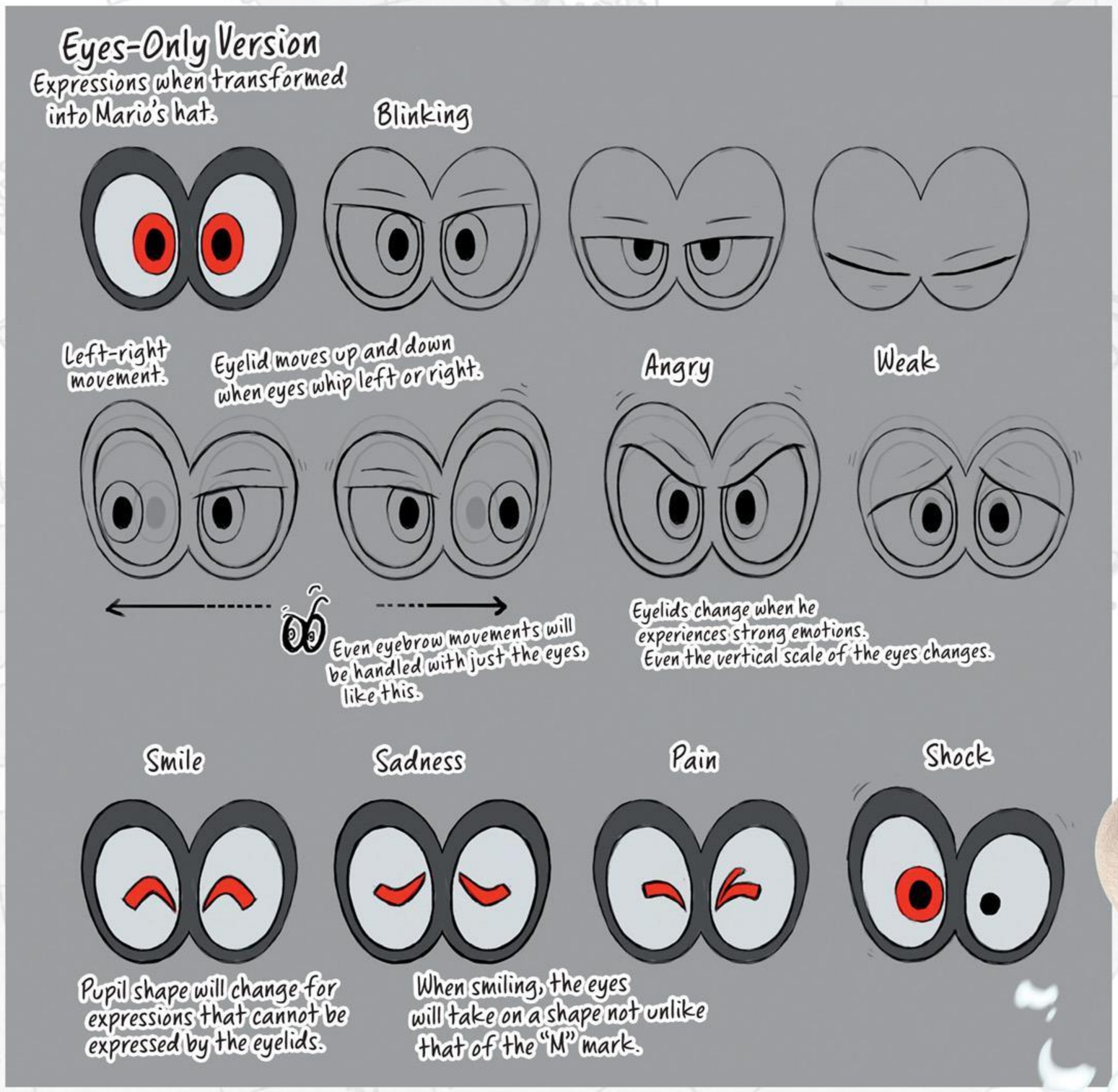
Captain's hat.

Bicorn like a pirate hat.

Kinda duck-like...



Expression Ideas


Eyes-Only Version
Expressions when transformed into Mario's hat.
Blinking
Left-right movement.
Eyelid moves up and down when eyes whip left or right.
Angry
Weak
Even eyebrow movements will be handled with just the eyes, like this.
Eyelids change when he experiences strong emotions. Even the vertical scale of the eyes changes.
Smile
Sadness
Pain
Shock
Pupil shape will change for expressions that cannot be expressed by the eyelids.
When smiling, the eyes will take on a shape not unlike that of the "M" mark.

Expression Ideas (Eyes)

TIPS

Mario and Cappy Divide and Conquer

When Two-Player Mode is selected, Mario and Cappy can split up to move independently. Cappy acts on his own and is capable of solo movement and combat. Touching an enemy will Capture it as well. Bring another friend along for an easier journey.

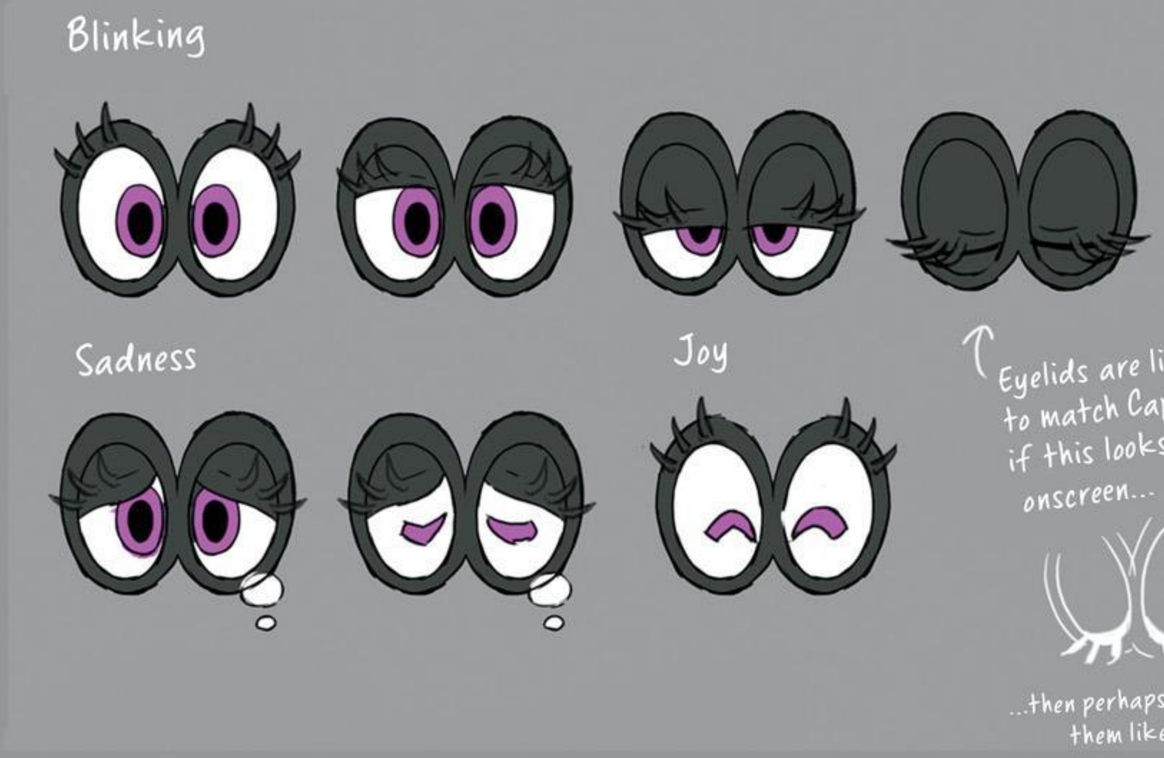
In Two-Player Mode, Cappy hovers a bit above Mario's head.

Cappy flies out from above Mario's head, moving on his own. He can attack and act as a jump platform.

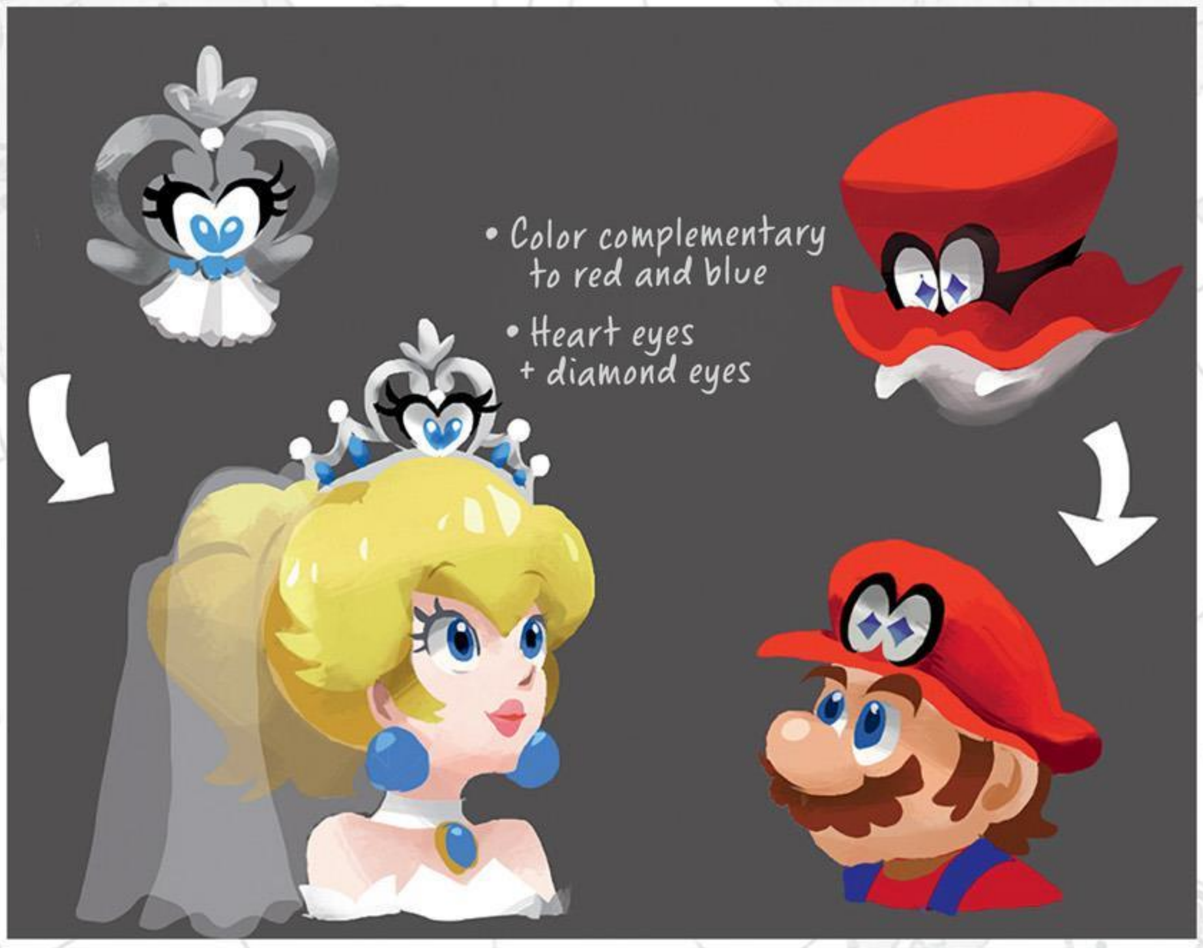
He can even move around after Capturing something. Seeing a Capture target sans cap is a rare sight indeed!

Tiara

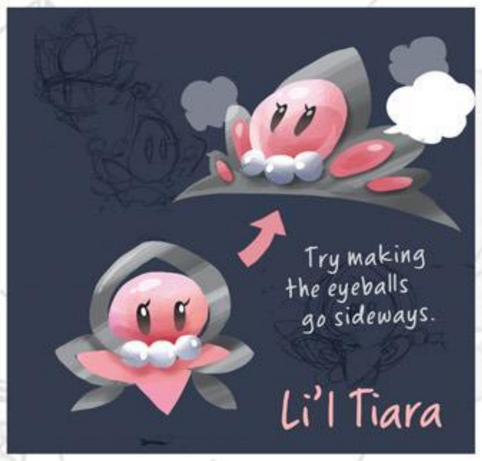
Cappy's little sister. When Peach gets kidnapped, this little Bonneter is taken along for the ride.


Blinking
Sadness
Joy
Eyelids are like this to match Cappy's, but if this looks too busy onscreen...
...then perhaps we'll make them like this.

Design and Expressions

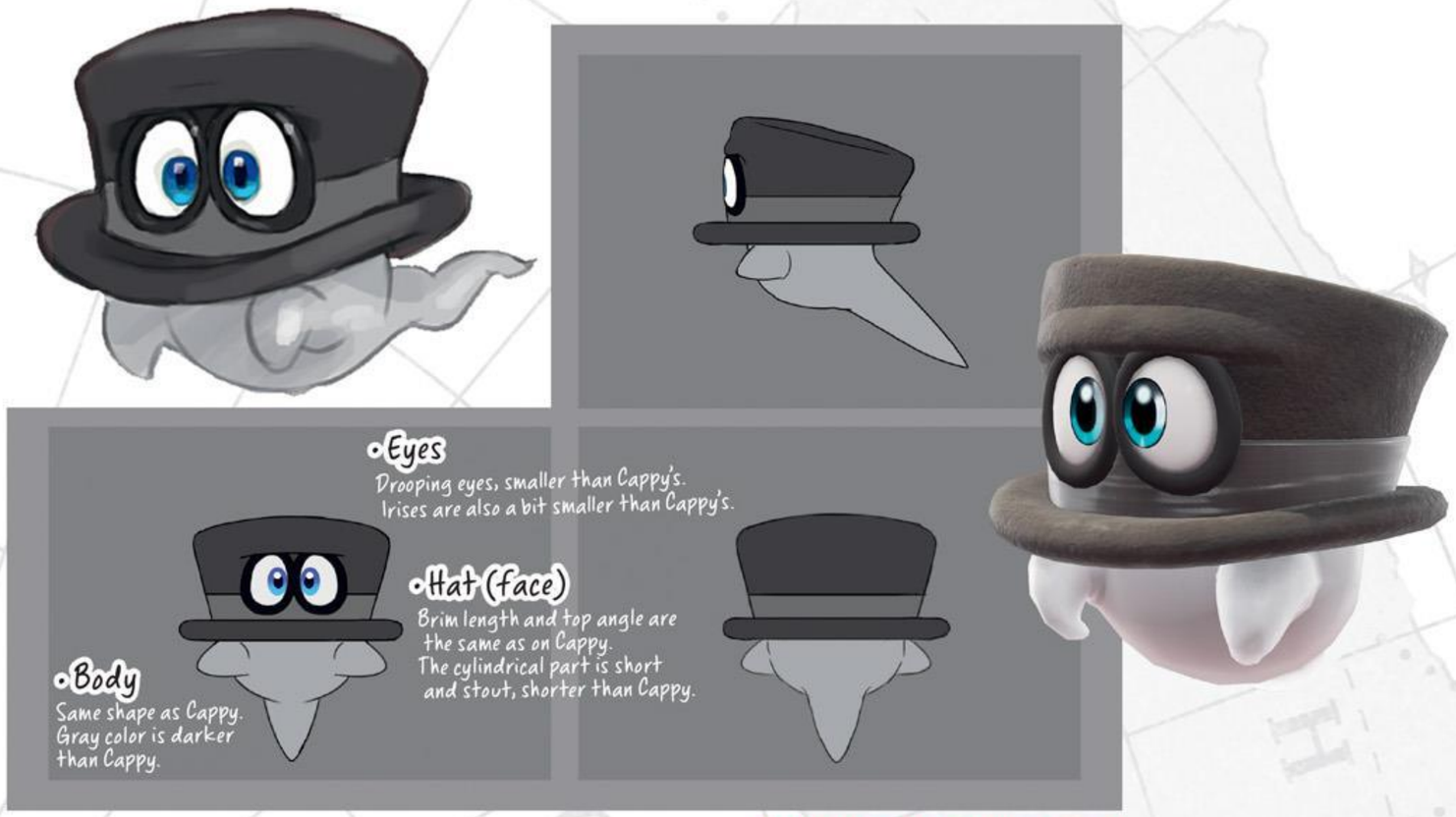


Designs

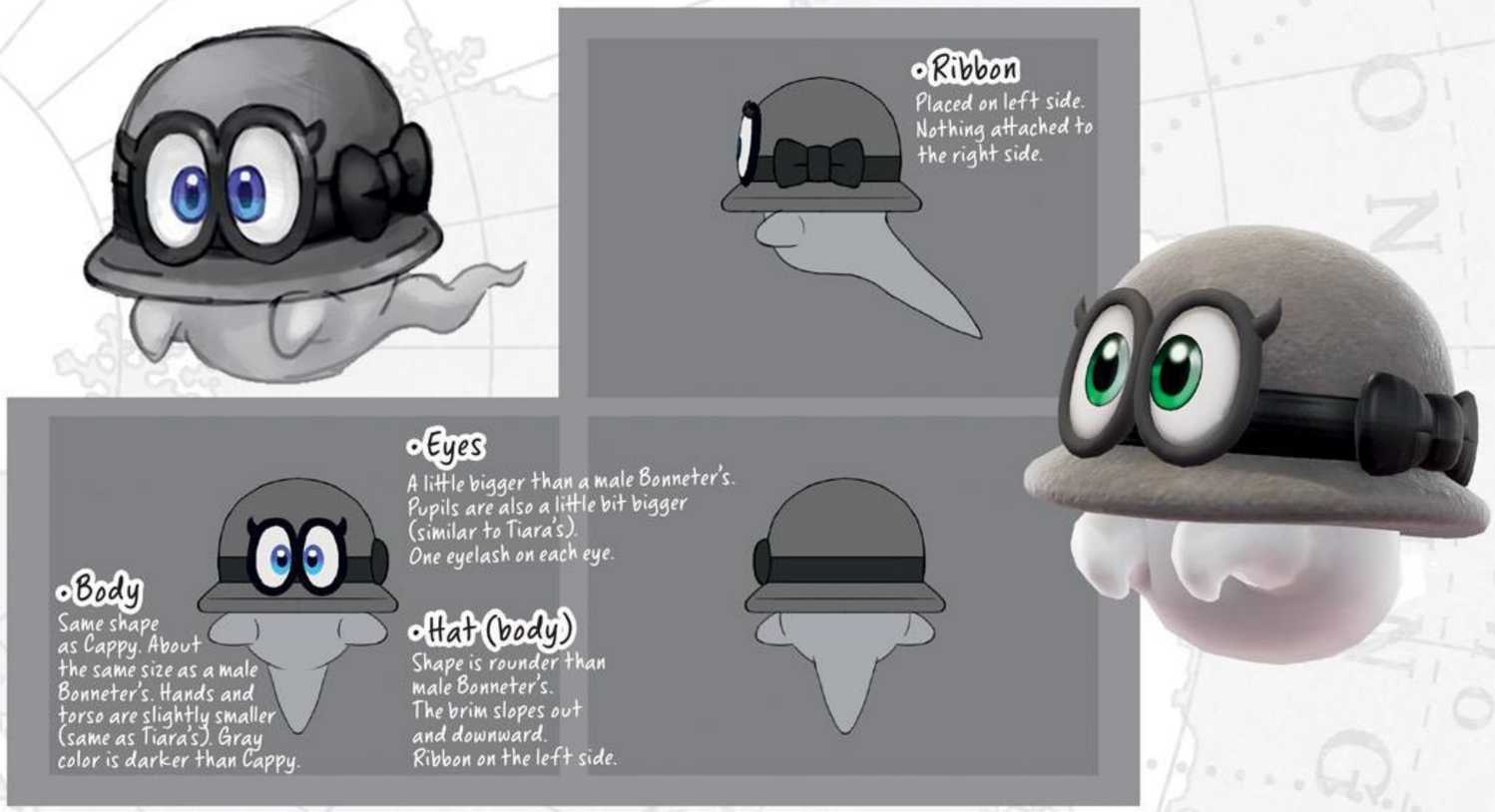


Courteous Bonneters

Residents of the Cap Kingdom. They enjoy transforming into hats to ride on people's heads.


Eyes
Drooping eyes, smaller than Cappy's. Irises are also a bit smaller than Cappy's.
Hat (face)
Brim length and top angle are the same as on Cappy. The cylindrical part is short and stout, shorter than Cappy.
Body
Same shape as Cappy. Gray color is darker than Cappy.

Male Bonneter Turnaround


Ribbon
Placed on left side. Nothing attached to the right side.
Eyes
A little bigger than a male Bonneter's. Pupils are also a little bit bigger (similar to Tiara's). One eyelash on each eye.
Hat (body)
Shape is rounder than male Bonneter's. The brim slopes out and downward. Ribbon on the left side.
Body
Same shape as Cappy. About the same size as a male Bonneter's. Hands and torso are slightly smaller (same as Tiara's). Gray color is darker than Cappy.

Female Bonneter Turnaround

Rough Sketch

DESIGNER'S NOTE

Tiara is a cute, chipper little girl who gets along with her older brother, Cappy. Cappy's design was completed first, and afterward Tiara's look naturally fell into place. All of the Bonneters were made with subdued, monochromatic tones, but Tiara was colored pink to set her apart from her fellows. The developers discussed not only her look but also her personality, her voice, and just how her body would move. They frequently acted out her movements themselves.

After the player beats the game, Tiara travels together with Peach. Seeing them talking and giggling together puts more of Tiara's girlish charm on display.

Character/Concept Artist Akane Yoshida

STORY

The Bonneter Belle Bagged by Bowser

The Bonneter Tiara is Cappy's little sister. When Bowser makes off with her in the Cap Kingdom, she waits atop Princess Peach's head to be rescued.

Tiara is to Peach as Cappy is to Mario.

They bonded during their shared crisis, so Tiara goes on a trip with Peach at the end of the game.

NOTES

The Curious and Courteous Bonneters

All Bonneters have faces resembling hats. The type of hat differs for men and women. Like Cappy, all Bonneters are experts at transforming, and sometimes camouflage themselves as the hats of local residents to go sightseeing. Perhaps their love of hitching a ride disguised as other peoples' hats is the reason they don't mind when Mario stands on top of their own hat-shaped houses.

These little guys love checking out local fauna in each kingdom. Approaching a Bonneter as a Captured creature is sure to delight them.

Bonneters can be found along Mario's journey, hiding as hats on the heads of locals. These folks have broken off from the pack to enjoy some solo travel.

Frog

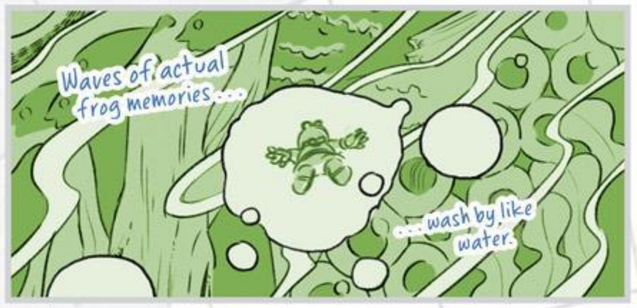
This little critter won't attack Mario. Capture it to perform a massive jump.

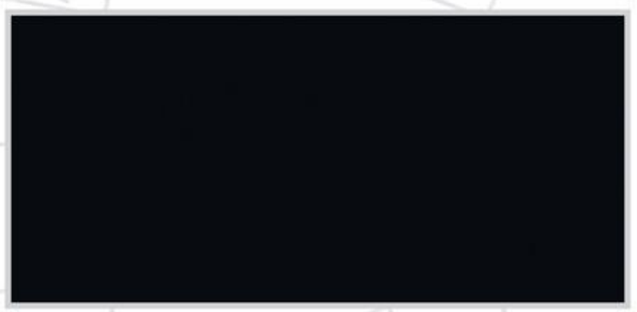
The limbs seem lifelike, so we should make it a bit primitive.
How to connect the body and eye socket?
Adjust the head size while creating the model.
Stretchy where possible.
Legs felt small compared to the body.
Make the back simple with a springy shape.
Don't forget this composition.
Be aware of the (front) legs' position.

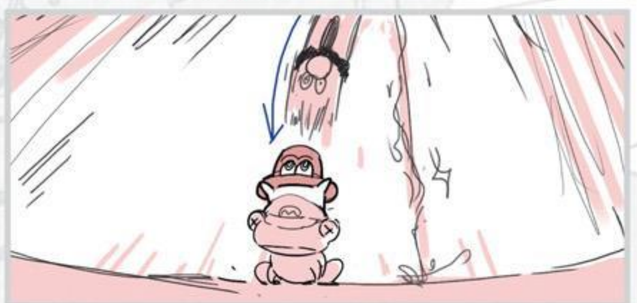
Designs

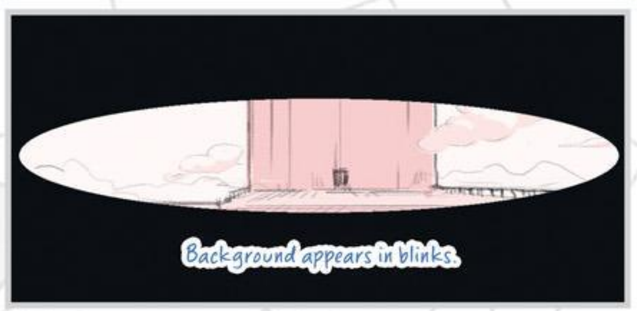
Rough Sketches

First Capture Storyboard

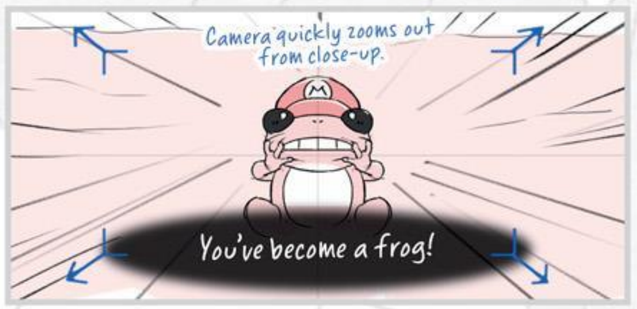








Looks around a bit...



Uncle amiibo

He provides Power Moon locations, costumes, or other goodies when you tap an amiibo.

Designs

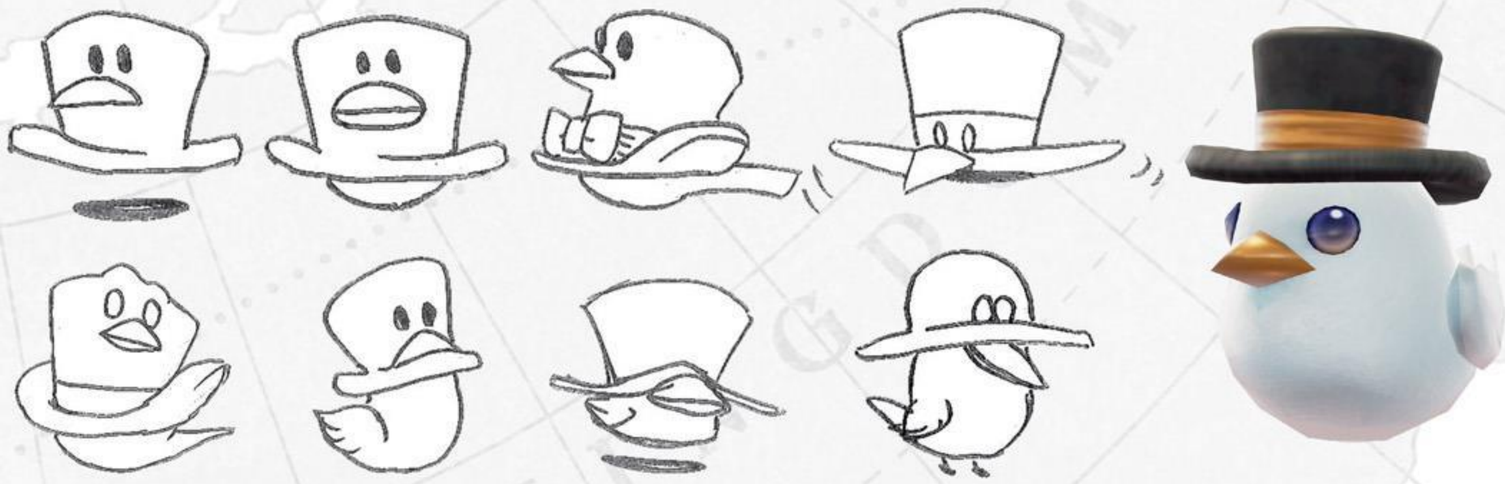
Talkatoo

A bird that gives you hints about Power Moons. It can tell you up to three hints at a time.

Designs

Small Birds

Harmless animals that inhabit each kingdom. Get too close, and they'll fly off.



Designs

STORY

Mario's First Capture

Here's our first look at Cappy's forte, the Capture technique. Landing on an object lets him take over and control it. He Captures a frog to utilize its jumping prowess and help Mario ascend the Top-Hat Tower.

Mario gets sucked into the frog's body when Cappy lands on its head. Next thing he knows, he's a frog himself!

Capturing a creature or object lets Mario use its abilities. In the frog's case, he can use its incredible jumping power.

NOTES

Birds of a Feather

Small birds have different appearances and chirps in each kingdom. The small birds in the Cap Kingdom, for example, don cute little hats.

A bird lands on Mario's nose as he snoozes. Try standing still for a moment to experience it.

Broodals

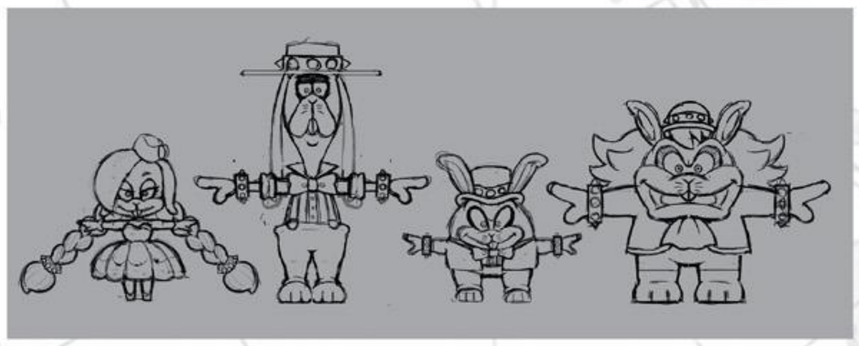
Wedding planners hired by Bowser. The four of them work together to steal treasures from each kingdom. They are faithful to their profession, devoting themselves completely to any job they're given.

Rango

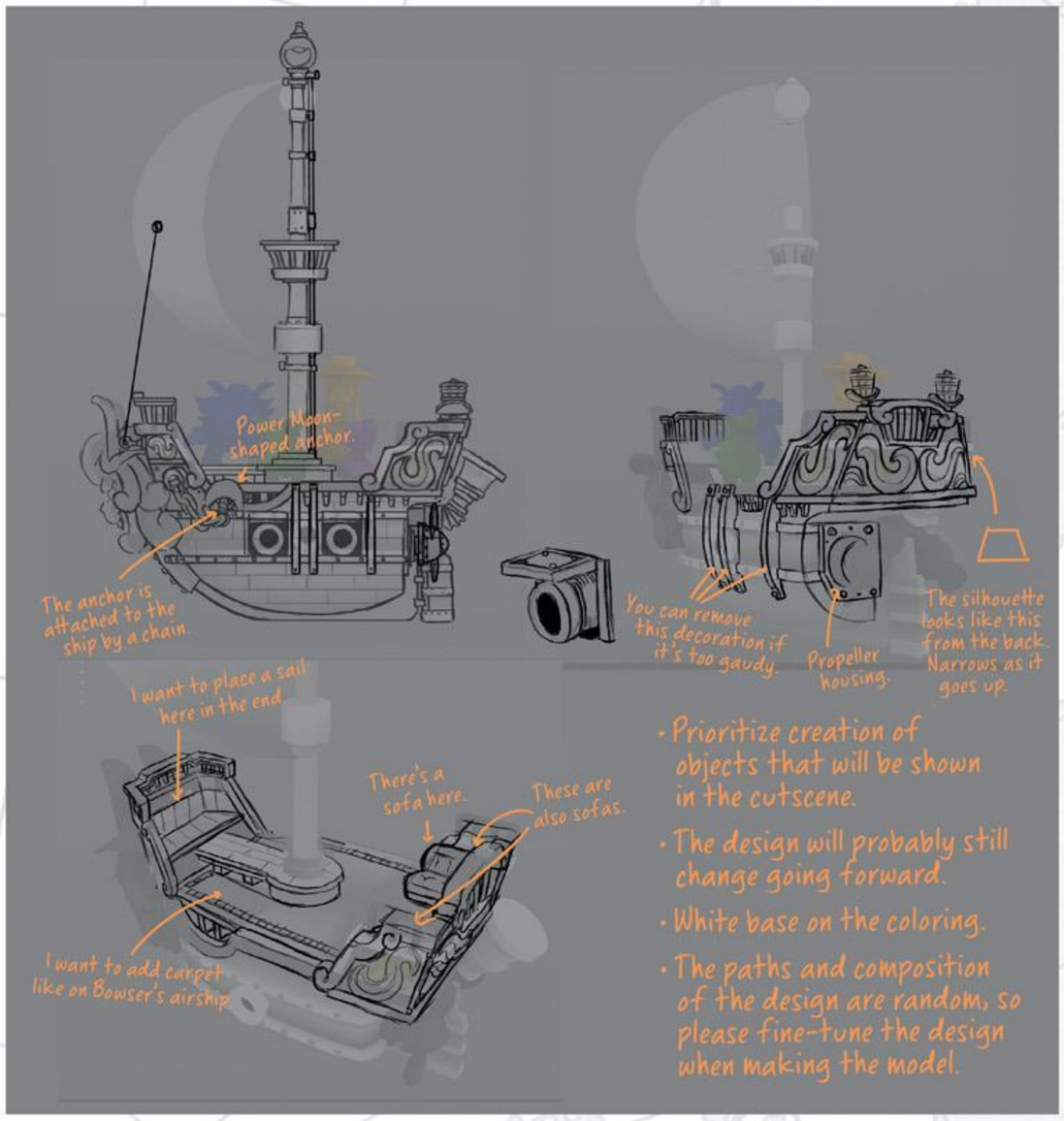
Spewart

Hariet

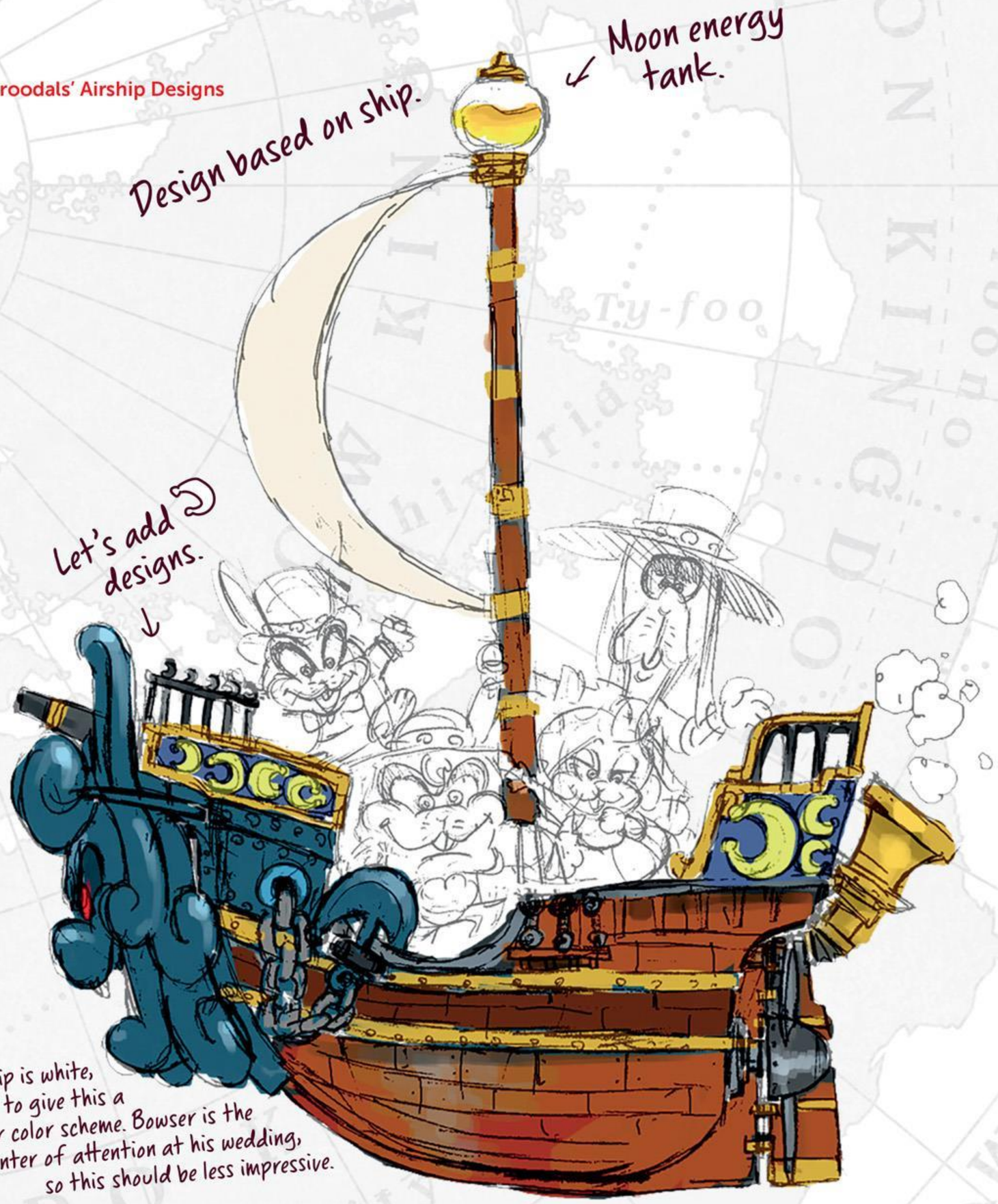
Topper



Height Comparison


Power Moon-shaped anchor.
The anchor is attached to the ship by a chain.
You can remove this decoration if it's too gaudy.
Propeller housing.
The silhouette looks like this from the back. Narrows as it goes up.
I want to place a sail here in the end.
There's a sofa here.
These are also sofas.
I want to add carpet like on Bowser's airship.
• Prioritize creation of objects that will be shown in the cutscene.
• The design will probably still change going forward.
• White base on the coloring.
• The paths and composition of the design are random, so please fine-tune the design when making the model.

The Broodals' Airship Designs


Design based on ship.
Moon energy tank.
Let's add designs.
Bowser's ship is white, so I want to give this a plainer color scheme. Bowser is the center of attention at his wedding, so this should be less impressive.

STORY

Bowser's Big Fat Broodal Wedding

After reaching the peak of Top-Hat Tower, the heroes discover the "monsters" are actually Topper, Hariet, Rango, and Spewart—a.k.a. the Broodals! These wedding planners are on Bowser's payroll and will do whatever it takes to make the ceremony a success, including getting in Mario's way as he attempts to rescue Peach. This is the first of several confrontations between Mario and the Broodals.

They ride by in their small airship to impede our heroes. Each kingdom brings a different opponent to fight.

NOTES

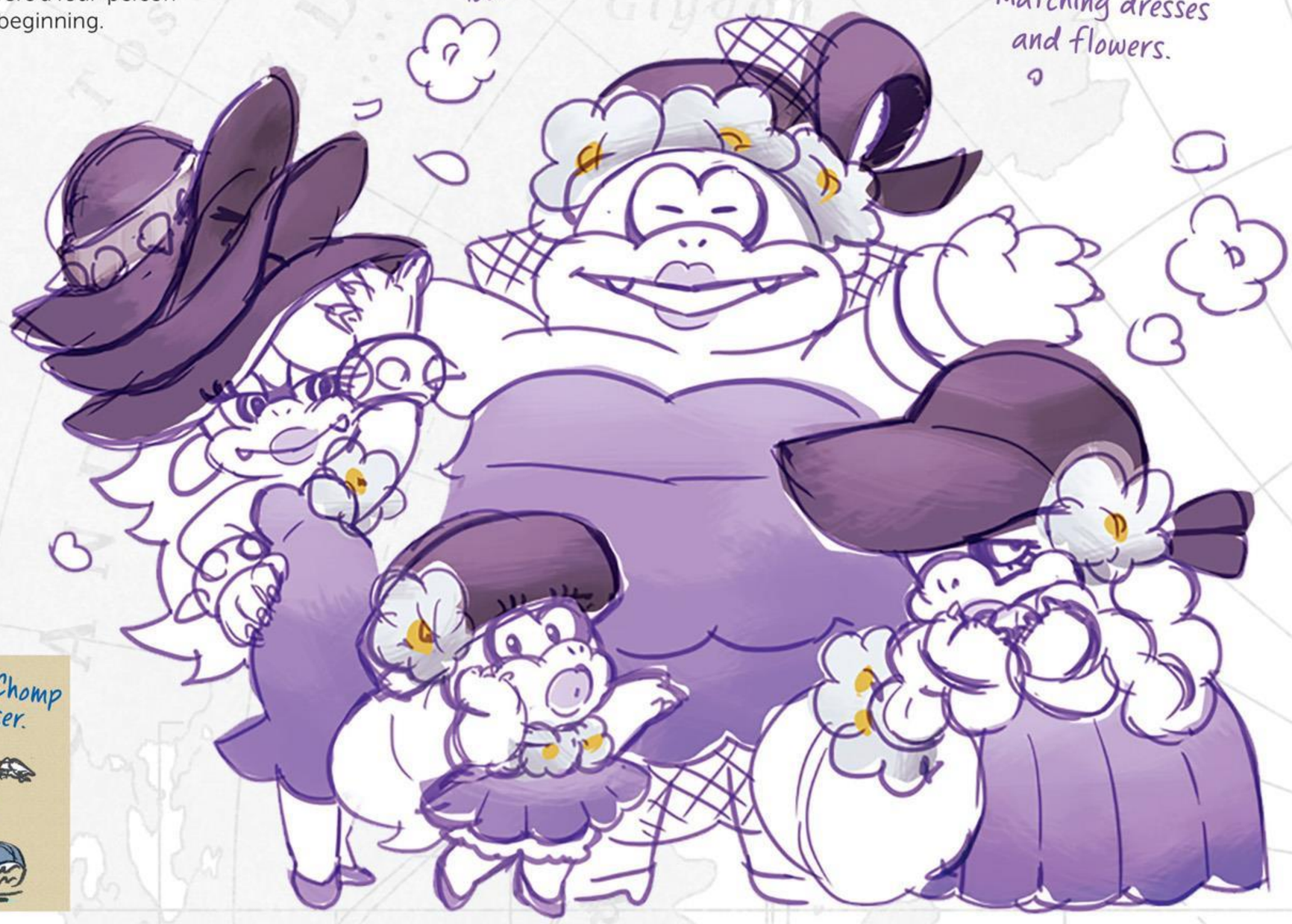
A Lawbreaking Leporine Looting Spree

The Broodals procure treasures from each kingdom for the wedding, starting with Tiara. They end up stealing the following in addition: the Binding Band, the Lochlady Dress, the Soirée Bouquet, the Frost-Frosted Cake, the Sparkle Water, and the Stupendous Stew. These objects are rare items considered national treasures, which causes a lot of trouble for the inhabitants of each kingdom.

The Broodals' hideout is on Rabbit Ridge. This is where they take on their jobs.

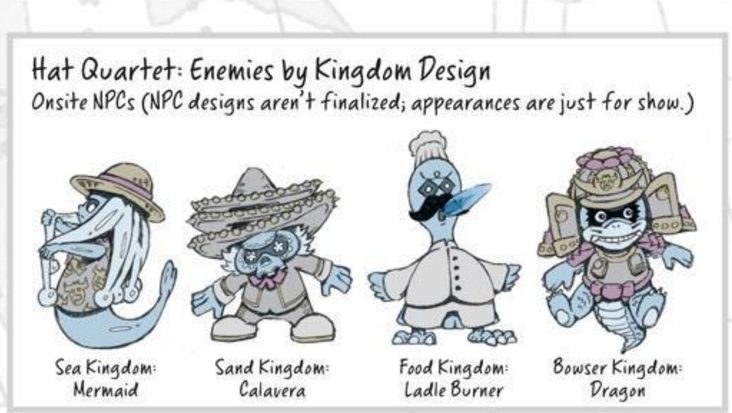
Designs

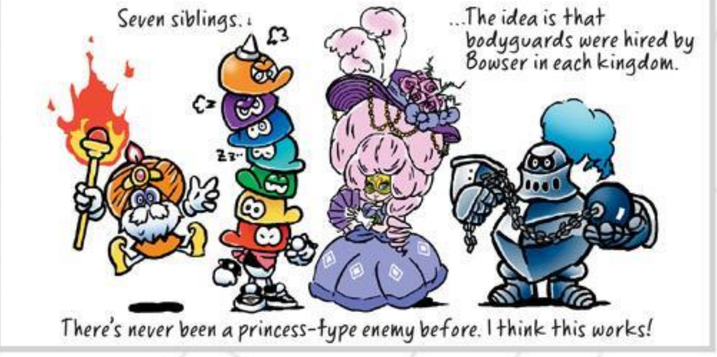
These drawings show the Broodals' designs before their final in-game appearances. They were a four-person team from the very beginning.

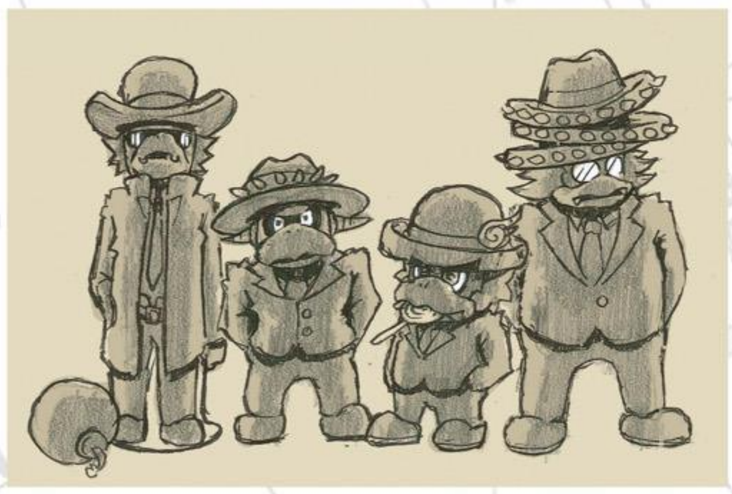


• Mario-like (= links between Mario titles) ...so:
• Crocodile or lizard (other type of reptiles)?
• But not turtle-like.
• Something like henchmen? Children?
Two hairs when hats are removed.
Hole in the helmet (ponytail sticks out).

A hat like a pot of boiling oil (spills out when attacked).
Hat wrapped in bandages (two spherical ghosts attached).
Metal feather hat (own feathers).
Case lid (Guards against attacks with it!)
Tons of hats come out of the case.
Hat case (held by brothers).


Hat Quartet: Enemies by Kingdom Design
Onsite NPCs (NPC designs aren't finalized; appearances are just for show.)
Sea Kingdom: Mermaid
Sand Kingdom: Calavera
Food Kingdom: Ladle Burner
Bowser Kingdom: Dragon


Seven siblings.
...The idea is that bodyguards were hired by Bowser in each kingdom.
There's never been a princess-type enemy before. I think this works!



Powered-Up Regular Enemy Designs
Koopa-type enemies would overlap with the Koopalings, and hopefully these will appear in later games, so I'm going for designs without any clothes.

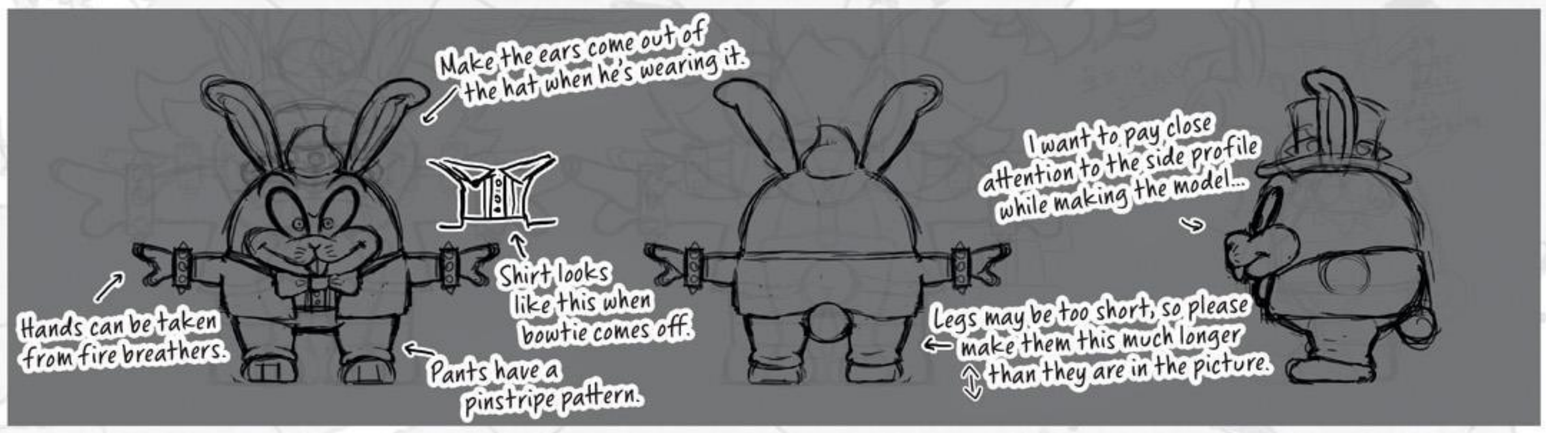
Topper

One of the Broodals. He fights by tossing the hats stacked on his head.

Blinking
White lines appear when eyes are completely closed (actual objects?).
Expression
Raise the corners of his mouth for these expressions.
Let's make the pads on his toes 3D objects when viewed from underneath.
Concerned
Laughing
Dazed
Anger
Crying
Make mouth fuller.
Make them sit naturally.
Adjust the face to allow for this.
Not completely egg shaped, with the face side more malleable.
Make it, this kind of shirt. Take care with the physical balance of the necktie.
This area's a bit bigger.
Give this a clean curve.
Make the shading heaviest on the outer edges of the eyes.
I want to give him the same overall feel as this rough draft.
Let's adjust it a little to make him seem more like he's wearing clothes.
Make it seem like he's puffing out his chest.

Design

Rough Sketches


Make the ears come out of the hat when he's wearing it.
I want to pay close attention to the side profile while making the model...
Shirt looks like this when bowtie comes off.
Hands can be taken from fire breathers.
Pants have a pinstripe pattern.
Legs may be too short, so please make them this much longer than they are in the picture.

Character Turnaround

DESIGNER'S NOTE

The Broodals appear time and time again on this adventure. Rabbits' association with themes like weddings and the moon led us to design rabbit wedding planners to help with Bowser's big day. The rabbit motif offers a fun contrast to Bowser's almost turtle-like appearance. The Broodals' profiles have clear distinctions between "round," "square," "triangular," and "long," making them easy to recognize. These fresh faces leave an impression but were designed so they wouldn't have seemed out of place in previous *Mario* titles. Like the Koopalings, I think, these rival characters make the game much more fun.

Topper is known for the stack of hats on his head, so we gave him a distinct design to emphasize this. The rectangular silhouette of his rudimentary top hats stands out against his round, almost egg-like frame.

Character Art Lead Sho Murata

STORY

Hat-Stacker Topper

Our heroes are met at the tower's summit by Topper, the Broodals' PR manager and onsite troubleshooter. The stack of hats on his head is an embodiment of his resolve. Mario fights him multiple times in the game, the stack of Topper's hats growing ever higher with each rematch. The way he "bows"—swinging his hats to the ground—is a fearsome greeting indeed. The higher the hat stack, the more menacing it becomes. You'd better back off if Topper seems eager to say hello.

Topper bows with all of the hats on his head, a greeting and a formidable attack all in one.

NOTES

An Odd Spot to Find a Poster

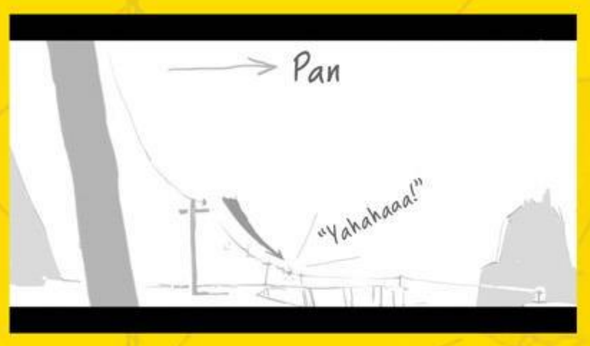
It's the Broodals' job to announce the wedding far and wide, and in doing so make the ceremony a success. Many of the locals are troubled by the mass of fliers and posters spoiling the scenery of their respective kingdoms, though. Whacking them with your hat will strip them off the walls, so get to work!

Haphazardly placed wedding-announcement posters. You can see two different designs if you look closely.

The Broodals have slapped posters up all over each kingdom, much to the locals' dismay. Not even important historical ruins have been spared.

Riding the Lightning . . .

Storyboards



. . . to His Next Destination!

Mario and Cappy chase off the Broodals, restoring peace to the Cap Kingdom. Still, they're going to need a ship if they plan to chase Bowser across the world. Cappy seems to have a lead on just such a vessel, so the two of them hop a power line over to the neighboring kingdom.

Cascade Kingdom

Fossil Falls

DESIGNER'S NOTE

Players arrive in the Cascade Kingdom after overcoming the game's first major trial, discovering a land of vast blue skies and lush grasslands that offers signs of the adventure to come. While maintaining the core *Mario* gameplay elements, this kingdom presents new layers of realism: the massive Stone Bridge, the striking Fossil Falls, and a creature that presents potential for the Capture mechanic, the fearsome T-Rex! These landmarks breathe a new sort of life into Mario's world.

In this kingdom, players learn the reason for gathering Power Moons, explore their new surroundings, defeat a giant boss with the Capture mechanic, and, finally, power up the *Odyssey*. Thus ends the tutorial portion, and the adventure begins in earnest for Mario and his new friend, Cappy.

Director Kenta Motokura

WORLD DATA

Population:	Unknown	Currency:	Stone disks
Size:	Tall	Industry:	Unknown
Locals:	Unknown	Temperature:	Average 84°F

A small island surrounded by massive waterfalls. Dinosaurs still roam this land, and relics of the past, like exposed fossils, have earned it the nickname the Land of Hidden History. A massive waterfall flows through the center of the kingdom.

Power Moons 42

Regional Coins 50

Maps

Concept Art

These preliminary pieces were drawn up when the world's concept was finalized. Dinosaurs and waterfalls are the main features.

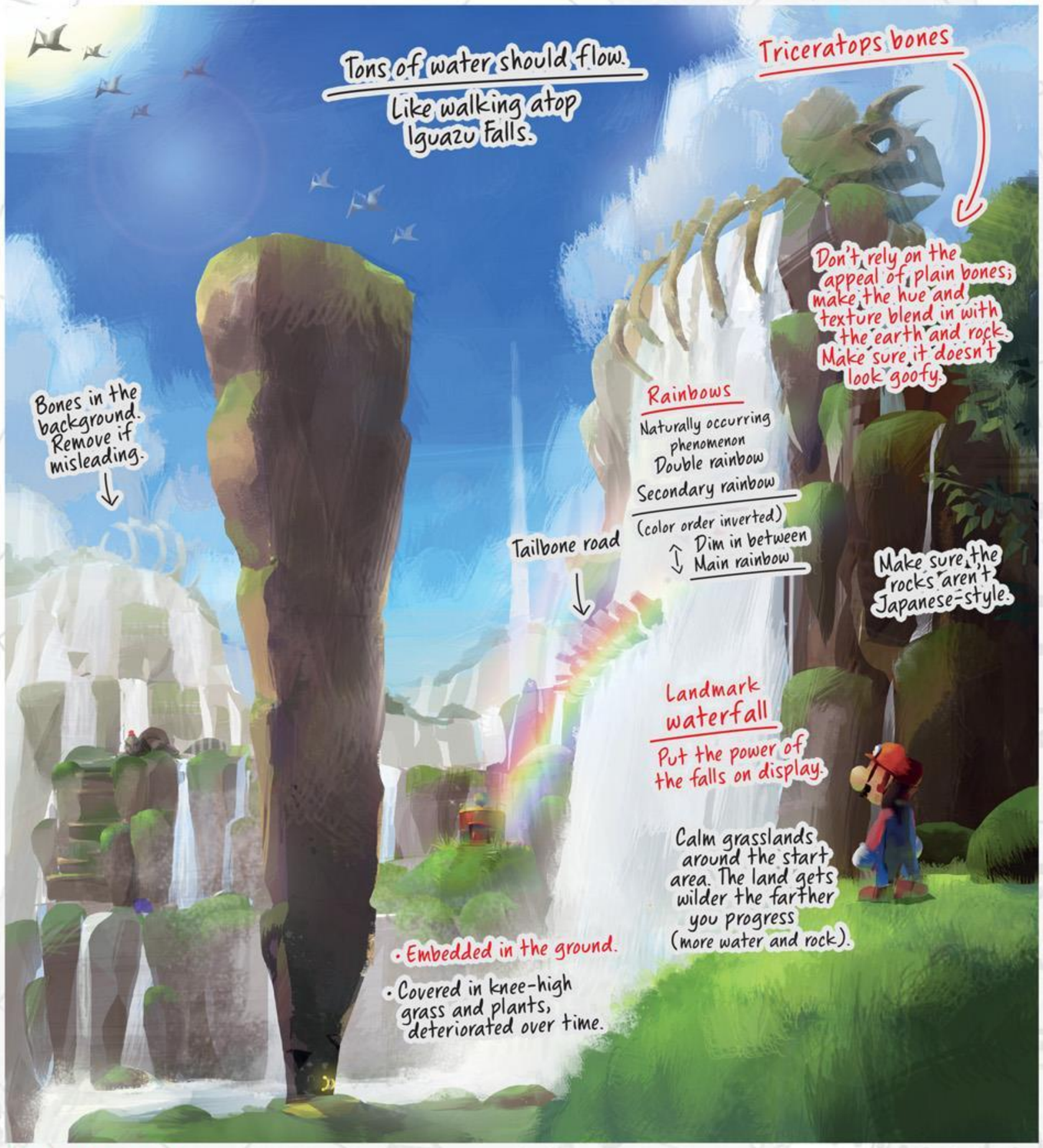
Water spray
While not actually shown, the cliffs continue, with the waterfall flowing down from above.
Water reflects some on the 2D area
Alternate route covered in grasslands
3D curved bones
Blends into the ground.
*Shallow waters
3D curved bones
Skull
-Looks like a rock at first glance?
Place stones on the main route.

Design Concept

Preliminary Design

Preliminary Design

Rough Sketches


Tons of water should flow.
Like walking atop Iguazu Falls.
Triceratops bones
Don't rely on the appeal of plain bones; make the hue and texture blend in with the earth and rock. Make sure it doesn't look goofy.
Bones in the background. Remove if misleading.
Rainbows
Naturally occurring phenomenon
Double rainbow
Secondary rainbow
(color order inverted)
Dim in between
Main rainbow
Tailbone road
Make sure the rocks aren't Japanese-style.
Landmark waterfall
Put the power of the falls on display.
Calm grasslands around the start area. The land gets wilder the farther you progress (more water and rock).
• Embedded in the ground.
• Covered in knee-high grass and plants, deteriorated over time.

Design Concept

DESIGNER'S NOTE

With blue skies and massive waterfalls as far as the eye can see, the Cascade Kingdom provided a dynamic setting befitting the start of a grand adventure. With a roaring waterfall as its central landmark and countless others surrounding it, the stage is designed to be a majestic natural habitat. We also hoped to create a dramatic contrast to what players previously experienced in the Cap Kingdom. Moving from a closed-off monochrome space to this vivid natural expanse gives the uplifting feeling of embarking on a great adventure. Plus, the stark juxtaposition of realistic and cartoonish imagery speaks to the wide variety and scale of what's to come.

The dinosaur bones and fossils strewn about lay the groundwork for the T-Rex's appearance and instill a sense of long-ago adventure and romance.

Art Director Rikuto Yoshida

We utilized organic detailing in the rocks to make a believable world that fit the realistic theme. We paid close attention to scale, so as to maintain this sense of realism. Given the number of noteworthy elements in this stage, we explored their designs in order of priority: Mother Nature and waterfalls, giant masses of rock, dinosaurs, and finally, how all of them relate to one another. The waterfall surges from the force of its flowing waters, making the central landmark impressive.

Triceratops bones were placed at the top, and we thought it would be interesting to make the water gush through the spaces between the ribs. The double rainbow accenting the falls adds a much-needed splash of vibrant color to the limited tones of the rockface.

Field/Concept Artist Asami Inoue

STORY

Of Fossils and Natural Treasures

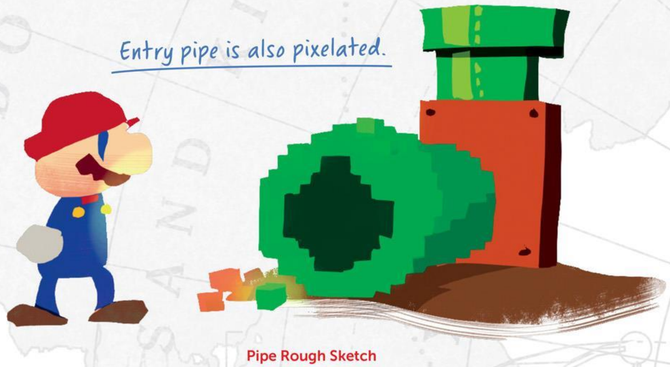
Mario and Cappy come in search of a vessel to begin their journey. What they discover is the land of waterfalls and natural treasures. Here they begin their hunt for an ancient ship and the Power Moons needed to get it up and running, but they run into some unexpected obstacles!

Fossils can be seen all over the kingdom. They, along with the slumbering dinosaur, make it look like Mario's slipped back in time.

Upon closer inspection, fossils of Goomba, Bullet Bill, and Spiny sprites are revealed to be embedded in the rock wall.

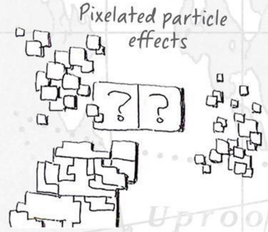
2D Area

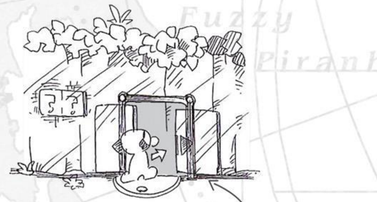
An area where Mario flattens out to travel along a 2D surface. These areas can be found in walls, ceilings, and more. They are not exclusive to Fossil Falls, but this is the first place they appear.

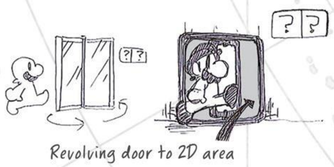


Pipe Rough Sketch

Concept Art







Rough Sketches

Preliminary Design

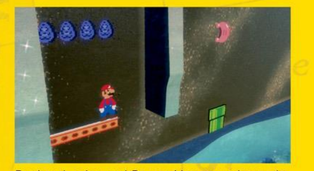
Screen Presentation Proposal

TIPS

Flat Frolic through a Two-Dimensional World

Destroying the fossil-laden Ancient Wall reveals a strange sight: a landscape of moving sprites. Entering the blocky pipe jutting from the wall turns Mario 8-bit. From there, he can side-scroll his way across the flat wall.

Blocky pipes are entrances to the 2D areas. Once a 2D area is entered, the background music becomes an 8-bit-style iteration.



Regional coins and Power Moons undergo the same flat treatment as Mario and his foes.

Some enemies–like Bullet Bills and Fuzzies–can pop out of 2D areas like these.

TIPS

Giving Mario's Duds the Press Treatment

When Mario wears both the hat and the suit of an outfit set, his sprite will wear the same outfit. Any other combinations will turn into his signature overalls in 2D areas. The intricate detail is fun to compare between his 8-bit and original 3D looks.

8-bit Mario in Resort Wear. Even the lei around his neck is faithfully reproduced.

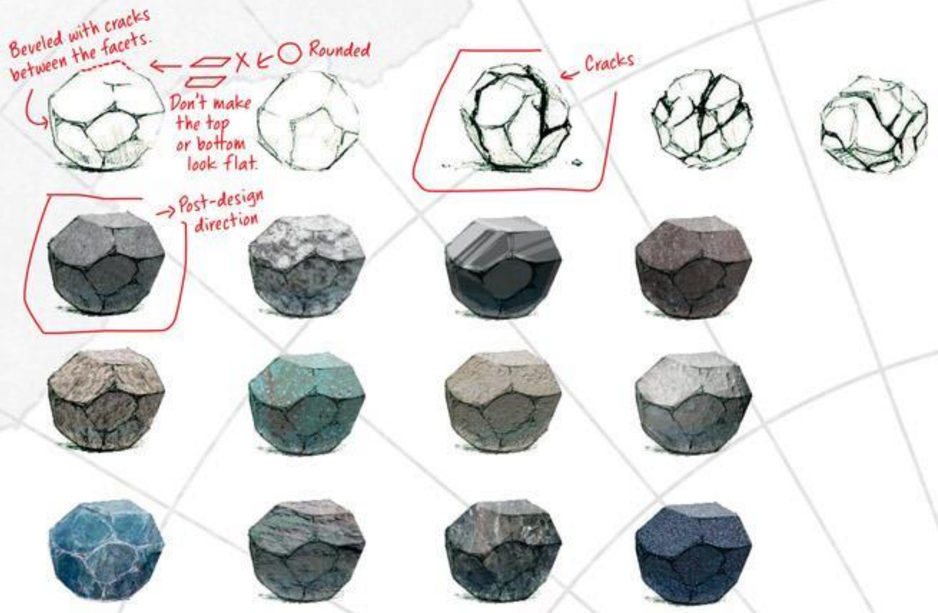
Regional Coins

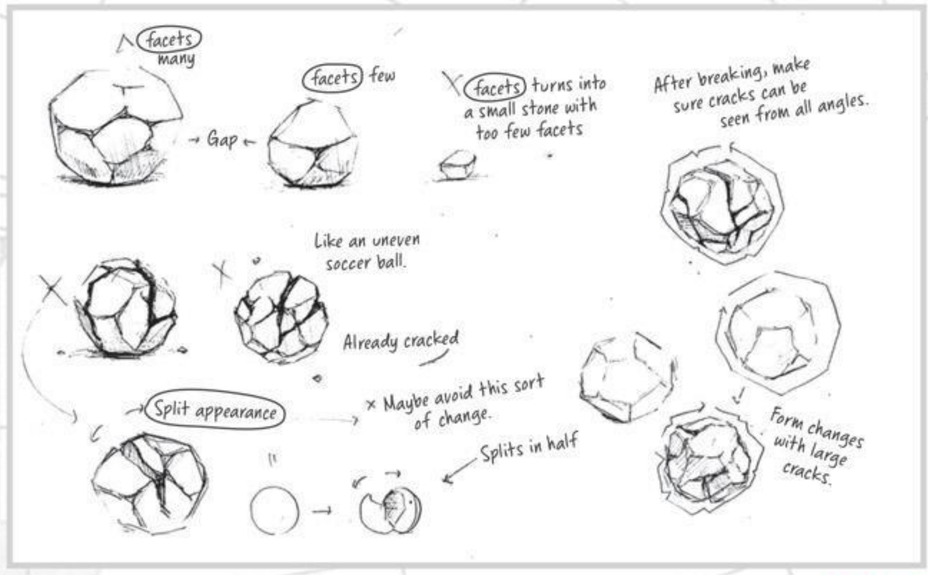
Purple coins used only in their own kingdom. The number of coins differs in each kingdom. In Fossil Falls, the purple coins are stone disks.

Design

Rocks

These reveal items when destroyed. Rocks with better items in them require more kicks to break.

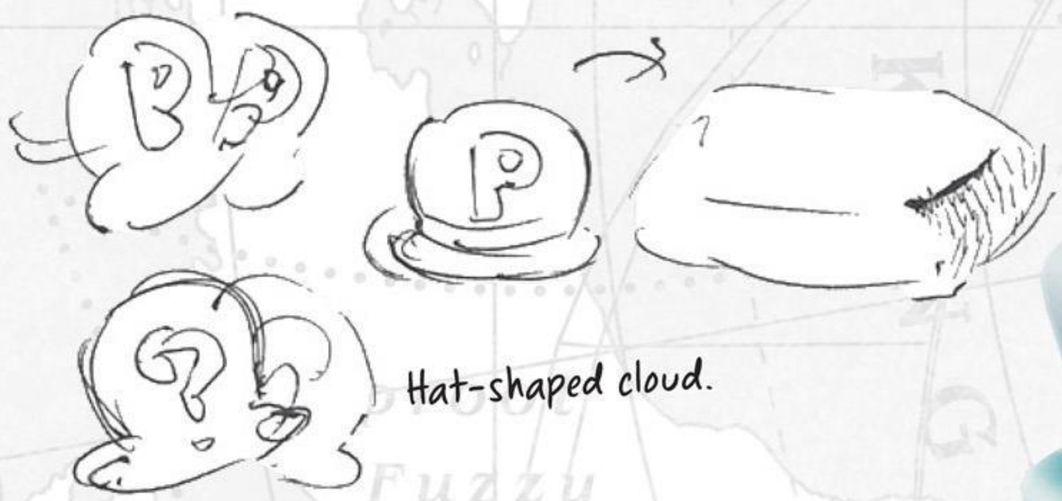



facets many
facets few
Gap
facets turns into a small stone with too few facets
After breaking, make sure cracks can be seen from all angles.
Like an uneven soccer ball.
Already cracked
Split appearance
Maybe avoid this sort of change.
Splits in half
Form changes with large cracks.

Design

Hat Cloud

Hitting these with your cap causes a foothold to appear, which disappears after a set period of time.

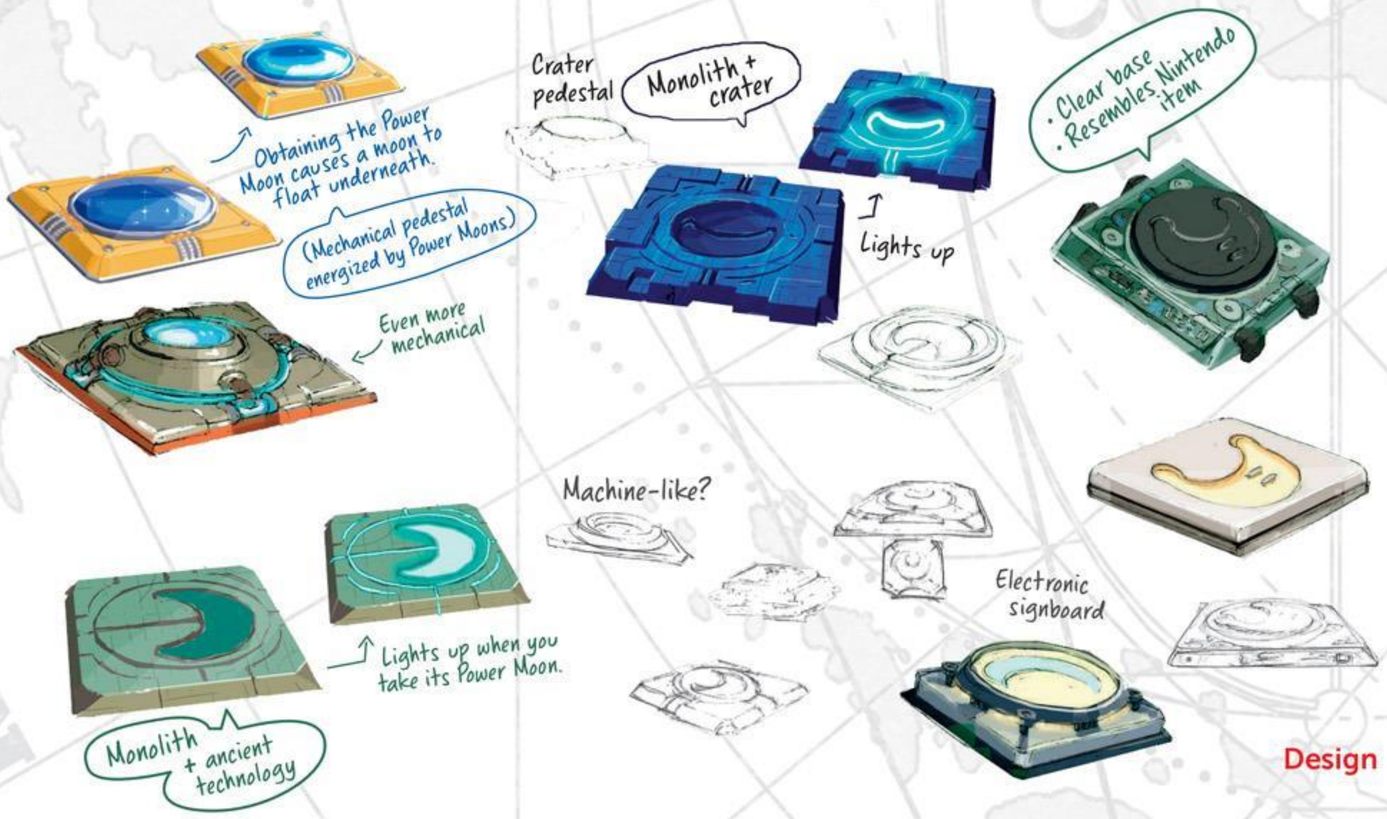


Rough Sketches

Moon Pedestal

A pedestal where Power Moons appear. Some moons appear when the right condition is fulfilled, and some are just there from the start.

Design


Obtaining the Power Moon causes a moon to float underneath.
(Mechanical pedestal energized by Power Moons.)
Even more mechanical
Monolith + ancient technology
Lights up when you take its Power Moon.
Crater pedestal
Monolith + crater
Lights up
Machine-like?
• Clear base
• Resembles Nintendo item
Electronic signboard

Design

Warp Hole

Stepping into one of these will warp Mario to the location painted within. Ten kingdoms contain warp holes.

Design

Warp Storyboard

TIPS

Portals to Parts Unknown

Some warp holes have set destinations, but others change depending on the progression of your journey. From the Lake Kingdom, for example, you can warp to either the Sand or the Luncheon Kingdom.

Entering the painting sends Mario through a mysterious space to another kingdom. Once entered, these passages remain open for easy access.

TIPS

Kick the Rocks for Hidden Stock!

These rocks release items after a few well-placed hits. Rocks containing Power Moons are more resilient than most, but hitting them with another rock cracks them immediately.

Rocks that shimmer when attacked hide Power Moons within. Be on the lookout for them!

When knocking two rocks together, don't just kick them; it's easier to grab one and charge headfirst into the other.

Burrbo

Creatures that pop out of the ground and bounce slowly but steadily toward our heroes. They come in a rainbow assortment of colors.

• Give them some color.

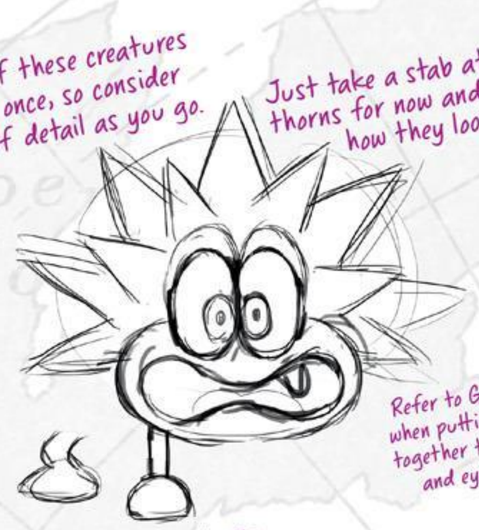
• One step below Goombas
→ Burred chestnuts

Throngs of these creatures appear at once, so consider the level of detail as you go.

Just take a stab at the thorns for now and see how they look.

Refer to Goombas when putting together the mouth and eyes.

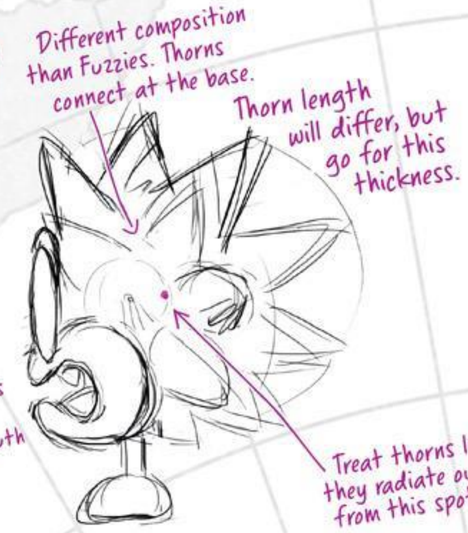
I want to bend the legs like this, so make them long enough to do that.



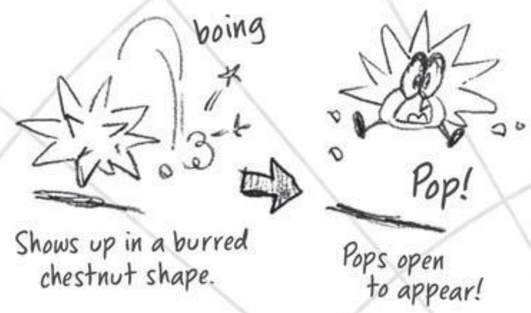
Different composition than Fuzzies. Thorns connect at the base.

Thorn length will differ, but go for this thickness.

Treat thorns like they radiate out from this spot.



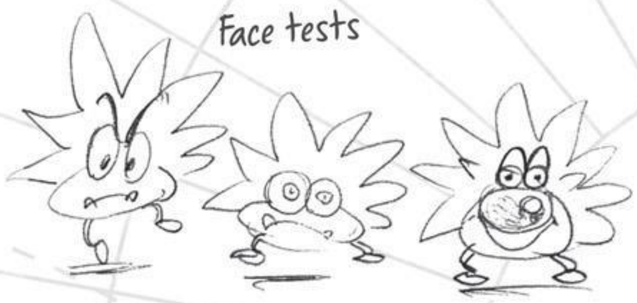
Front and Side View



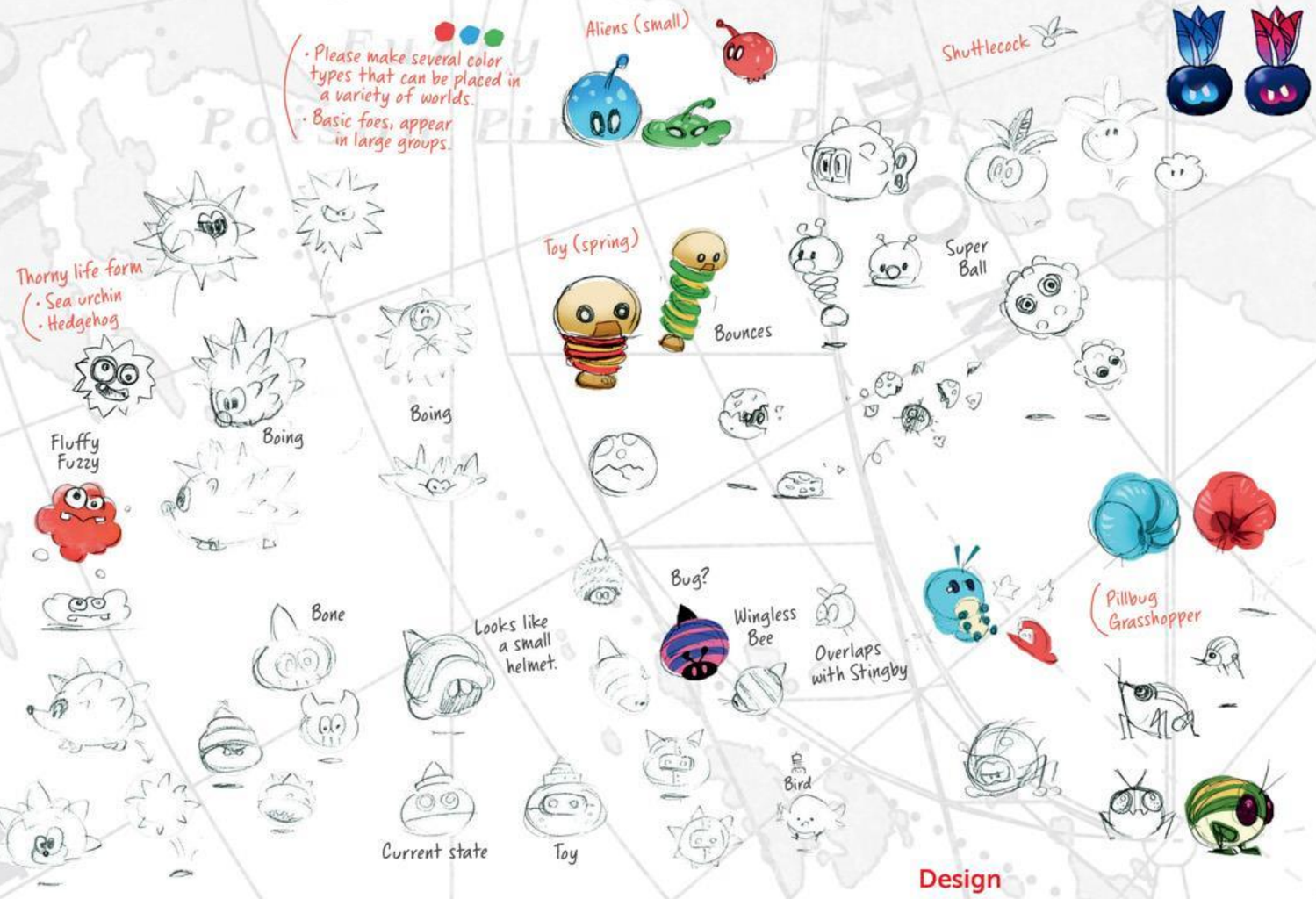
Shows up in a burred chestnut shape.

Pops open to appear!

Face tests



Design



Design

DESIGNER'S NOTE

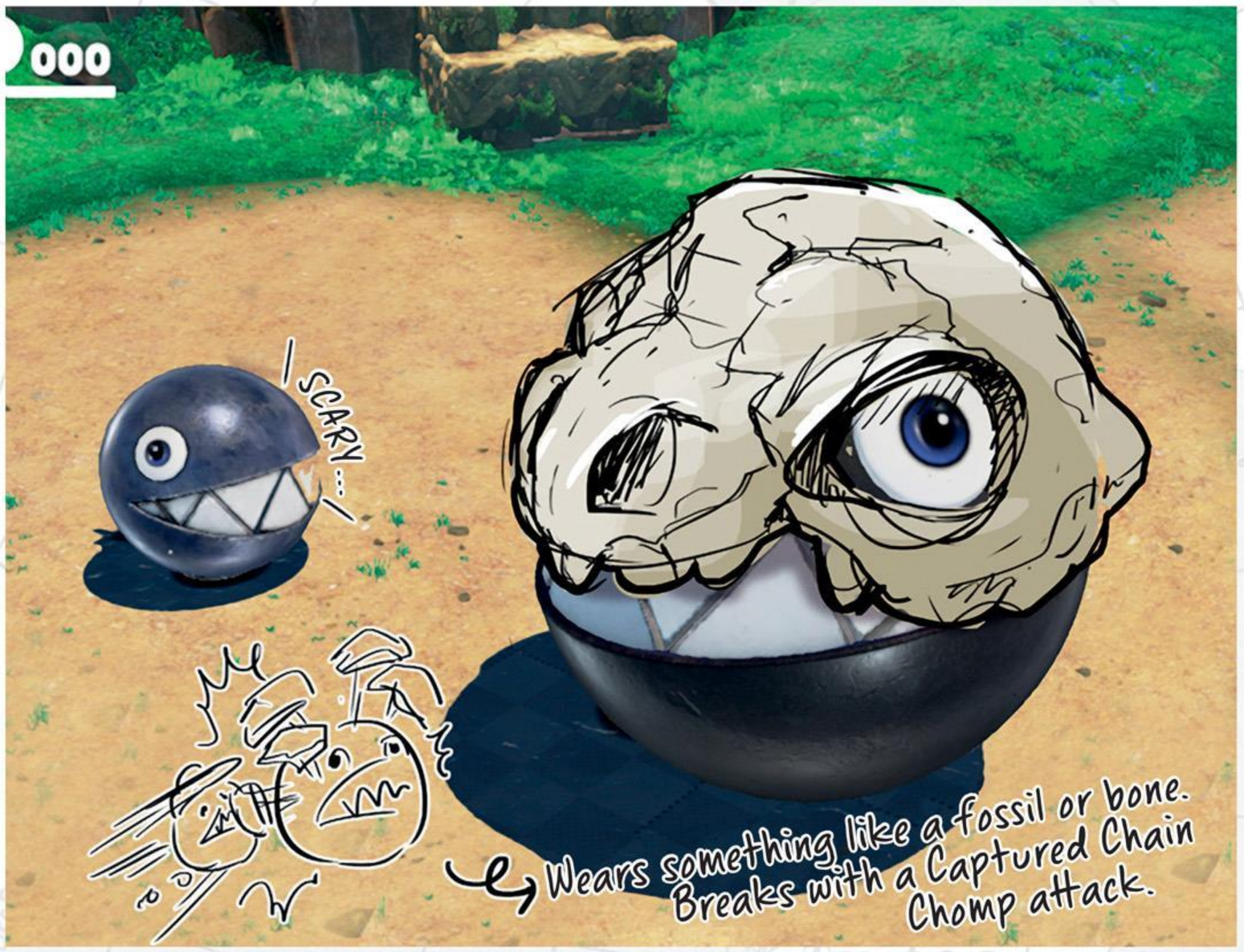
Goombas may be the quintessential "basic enemy" of the *Mario* franchise, but we needed a new enemy that went even a step below them. We wanted players to defeat them with a cap, so we gave them spikes to prevent Mario from jumping on them. They were designed like the burrs of unpeeled chestnuts, hence the name "Burrbo." Like Goombas and Koopa Troopas, the Burrbos dwell in the Mushroom Kingdom and the area around Bowser's Castle. Even so, they were designed to be creatures who could proliferate far across a variety of kingdoms.

They often appear in large groups, so we gave them several types of coloring and composed them so their numbers would be easy to establish. I believe we've made them quite cute—their colorful spiky bodies bunched up together resemble the Japanese sugar candy *konpeito*.

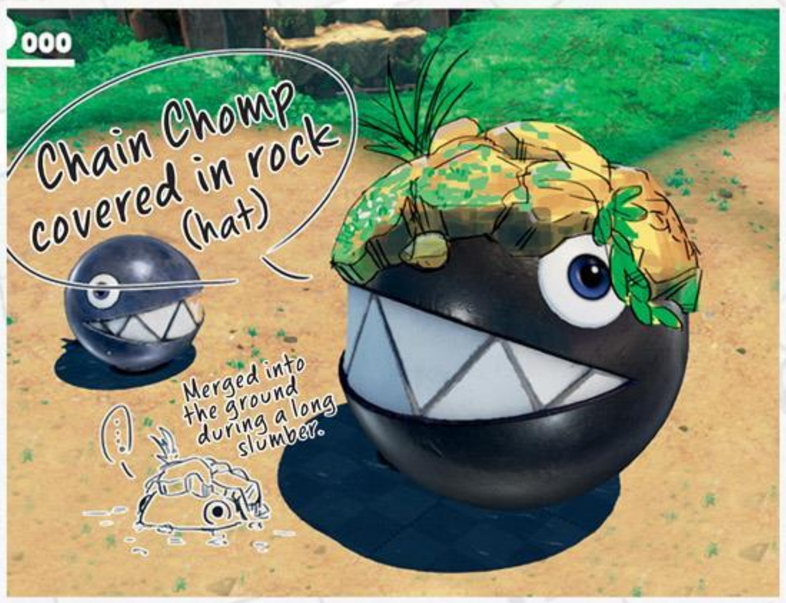
Character Art Lead Sho Murata

Chain Chomp

Once they spot Mario, these fearsome foes snap at him. They come in two sizes: Chain Chomps and Big Chain Chomps.



Design



TIPS

Slingshot Chain Chomp

Chain Chomps charge ferociously at Mario. The tables turn, however, when Mario captures one, gaining access to a charge attack of his own. Pull back and release to send it flying with the recoil, destroying rock walls or rebounding off others of its kind in a chain reaction (pun intended).

Hit a Chain Chomp into the hollow in the cliff face for a nice surprise!

TRIVIA

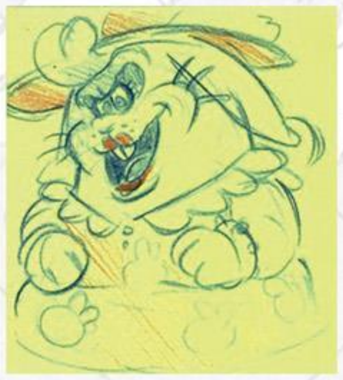
Critters Cover the Kingdoms

In some kingdoms, there are small animals as well as the usual enemies and small birds. These creatures are harmless, fleeing when Mario gets close. Still, if he manages to step on one or chase it a certain distance, he'll earn a single coin for his troubles. Waste not, want not, right?

Four types of animals inhabit the kingdoms. All are small and quick, so approach carefully when you see one.

Madame Broode

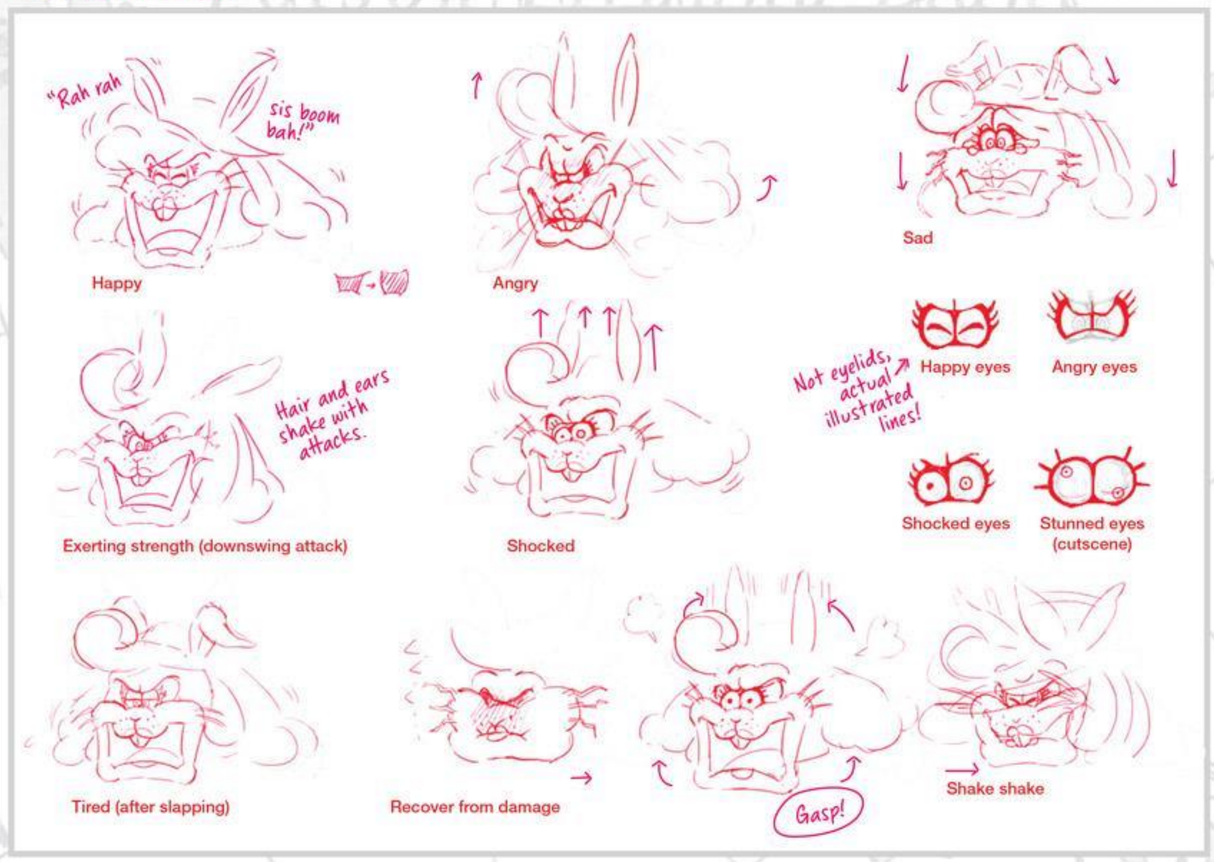
The boss on the plateau of Fossil Falls. She attacks by issuing commands to her pet, Chain Chompikins.



Rough Sketches

Design

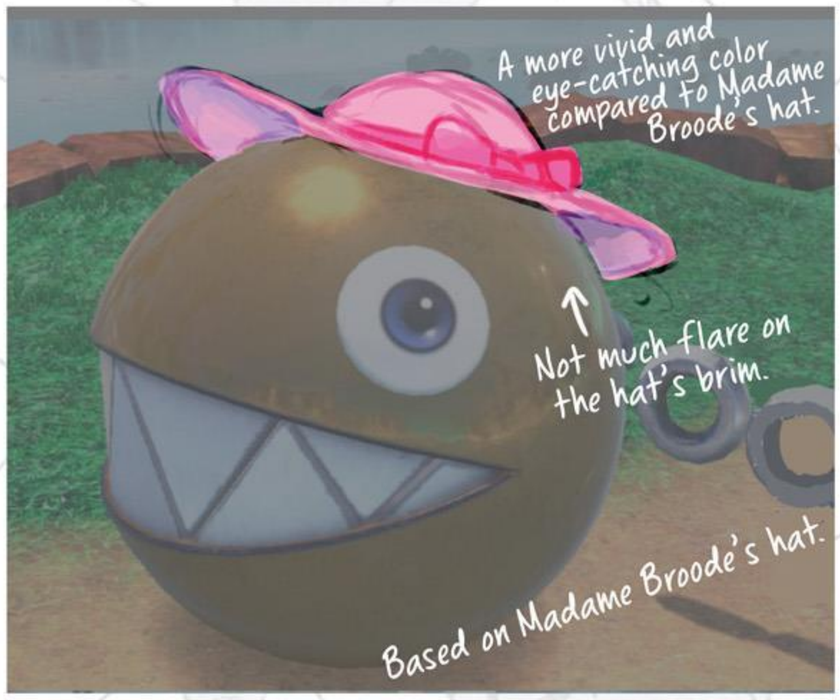
Expression Ideas



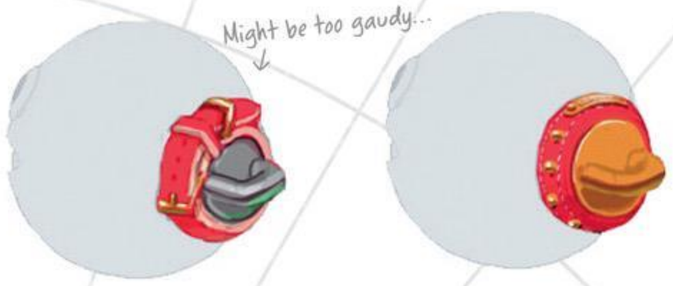
Bloomers Design

Broode's Chain Chomp

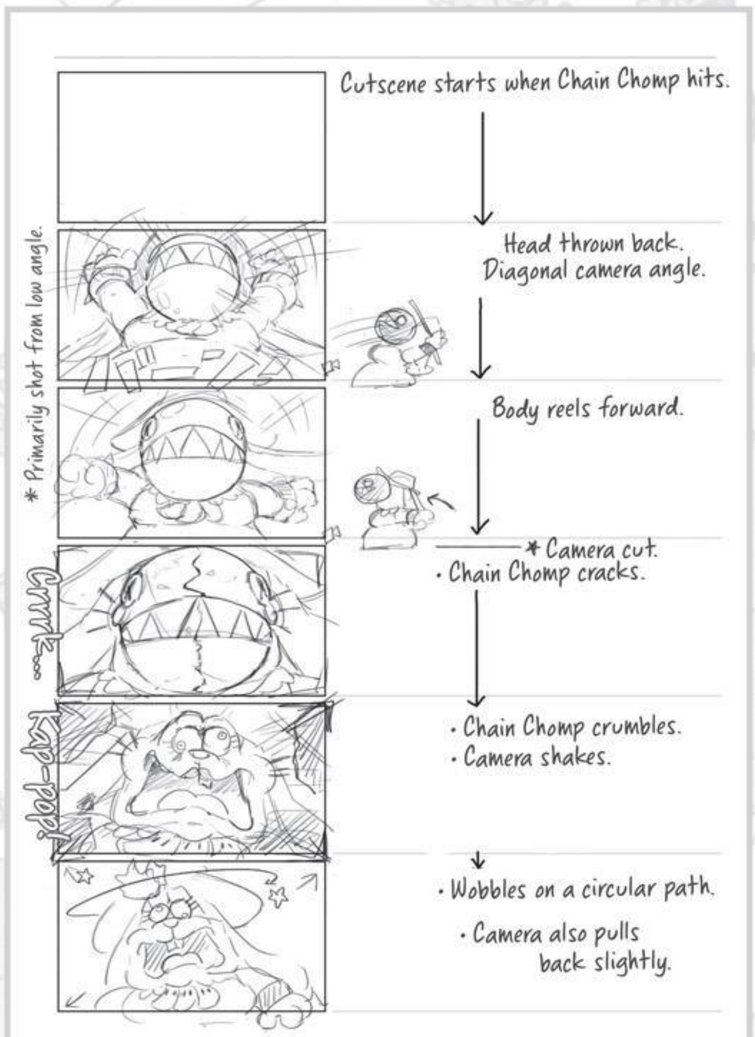
The golden Chain Chomp that accompanies Madame Broode. Like the rest of its kind, it charges headlong at Mario.

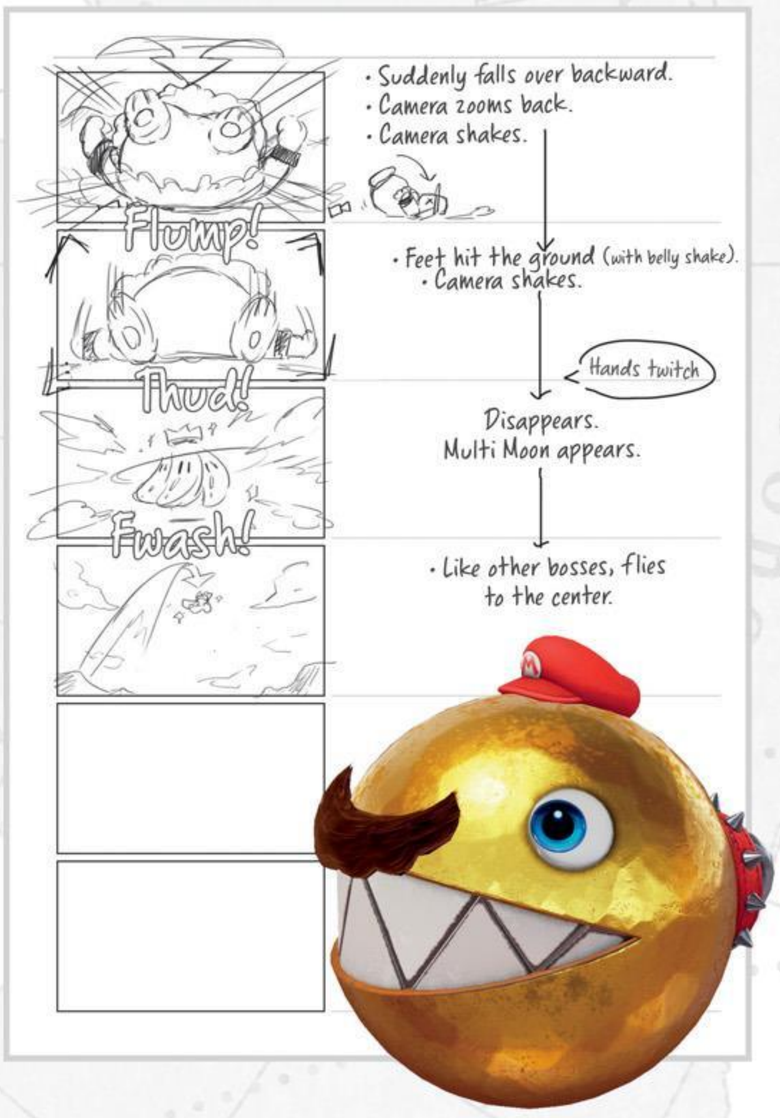

A more vivid and eye-catching color compared to Madame Broode's hat.
Not much flare on the hat's brim.
Based on Madame Broode's hat.

Collar and Hat Designs



Boss Battle Victory Storyboard


Cutscene starts when Chain Chomp hits.
Head thrown back. Diagonal camera angle.
Body reels forward.
* Camera cut.
• Chain Chomp cracks.
• Chain Chomp crumbles.
• Camera shakes.
• Wobbles on a circular path.
• Camera also pulls back slightly.
* Primarily shot from low angle.
Crack
Wobble-wobble



DESIGNER'S NOTE

Madame Broode is the first large boss encountered in the game. We wanted her to be an eye-popping character who exudes danger from a distance. Since she's the boss of the Broodals, we made sure to incorporate that status into her look. Her ruby-red dress represents the risk she poses. We gave her a detestable and lurid expression, making the face full of Chain Chomp she takes when beaten all the sweeter. Still, anyone can see she's no joke. We wanted to give her a presence on par with Bowser himself, so we gave her an imposing form to match his.

This game starts on a more serious tone, so we wanted to introduce a character you couldn't help but laugh at. The designer in charge created her with relish, and thanks to that, we achieved the feeling we were going for.

Character Art Lead Sho Murata

STORY

Mad-Cap Madame of Fossil Falls

An imposing bunny waits at the top of the falls. She's the proprietor of Rabbit Ridge, residing in a stone monument shaped like the carrots she loves. Her connection to the Broodals is unclear, but she seems to be the head honcho.

Madame Broode makes a bold appearance. Her opulent look is dreadful to behold.

Knock the hat off of Chain Chompikins to Capture it and turn the tables!

TIPS

Madame Broode's Loyal Pooch

She keeps a golden Chain Chomp as a pet. The fashionable hats with which the beast is bedecked show how she dotes on it. But without those hats, a Capture-fueled counterattack is possible. Talk about biting the hand that feeds you!

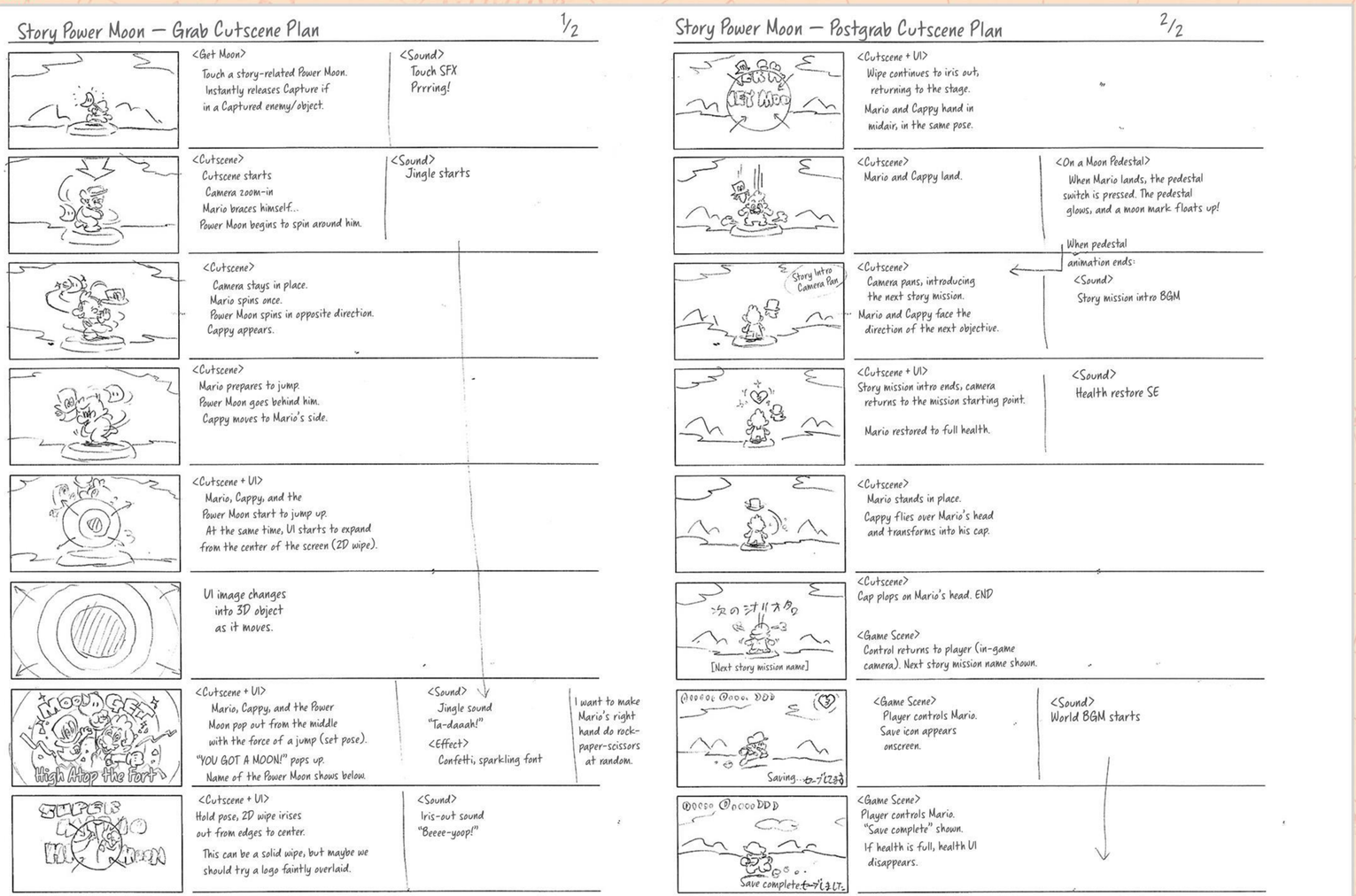
Chain Chompikins and Madame Broode, adorned in matching hats. Note the large ribbon.

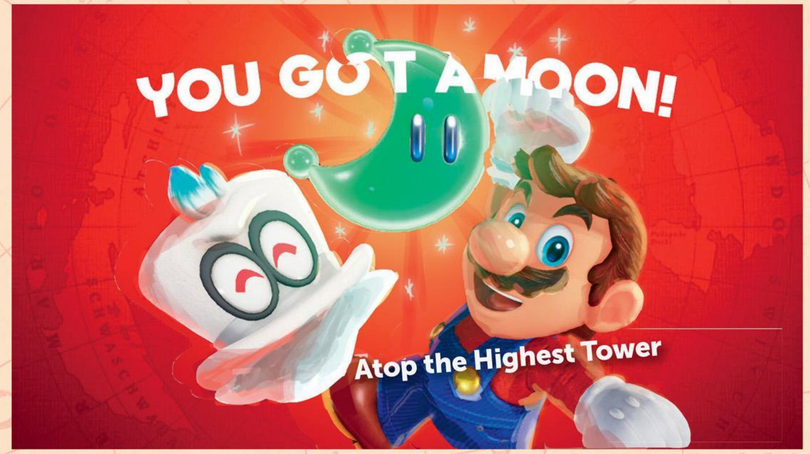
It wears a silk hat during the rematch at Honeylune Ridge. Its bite is even more ferocious than before.

Getting a Power Moon

This storyboard shows the pose Mario strikes with Cappy whenever they obtain a story-related Power Moon.

Storyboards

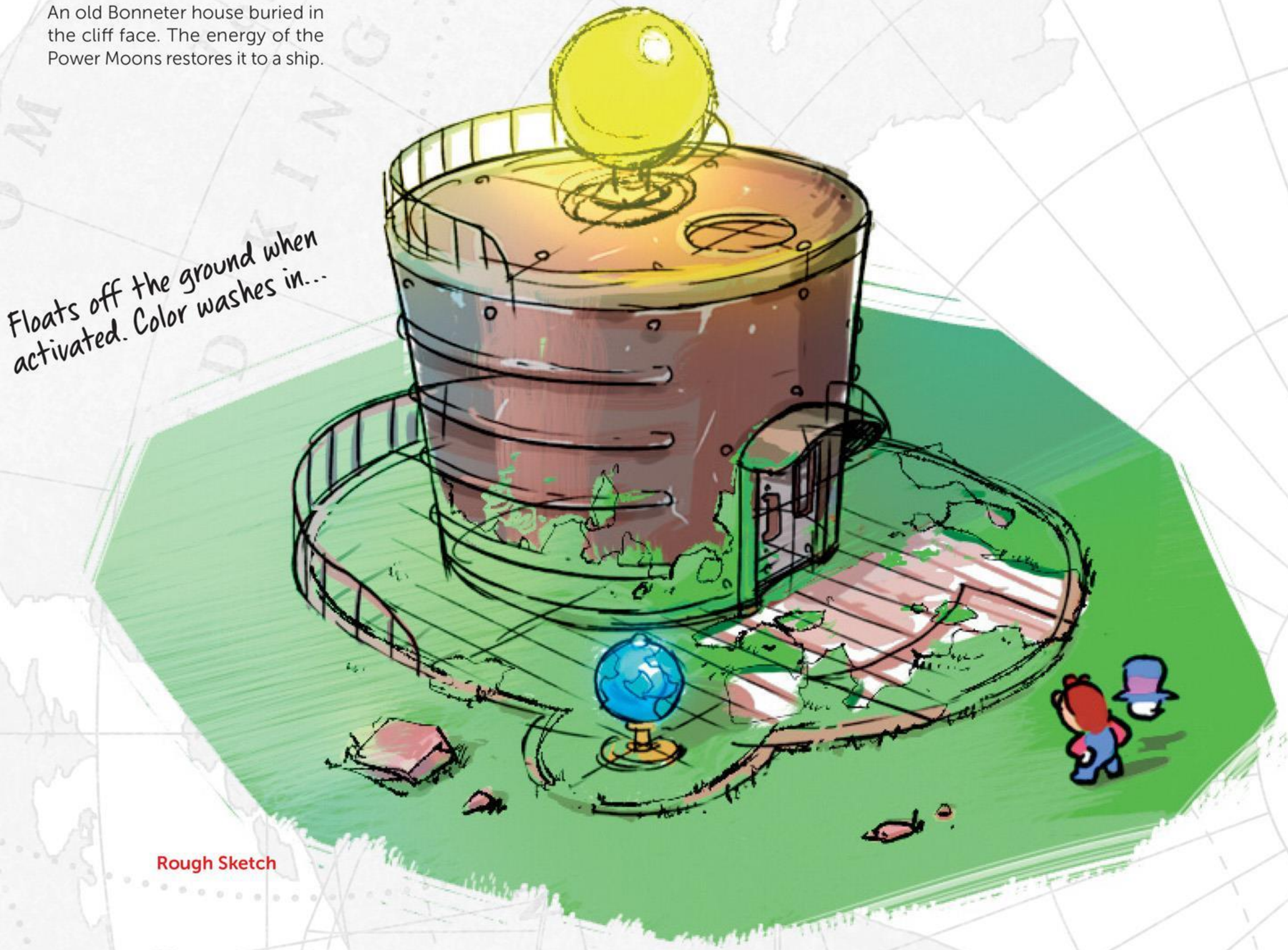




Preliminary Design

The Inactive *Odyssey*

An old Bonneter house buried in the cliff face. The energy of the Power Moons restores it to a ship.



Rough Sketch

Image of the Odyssey's Evolution
Originally a nice Bonneton home.
Left in place, degrading over many years. The wool exterior is stripped away...
...and the structure exposed. Rusted and busted.
Restored with Power Moons! Changes into Mario colors. (Perhaps Cappy's choice?)
"Odyssey, liftoff!"

Activating the *Odyssey* Setting

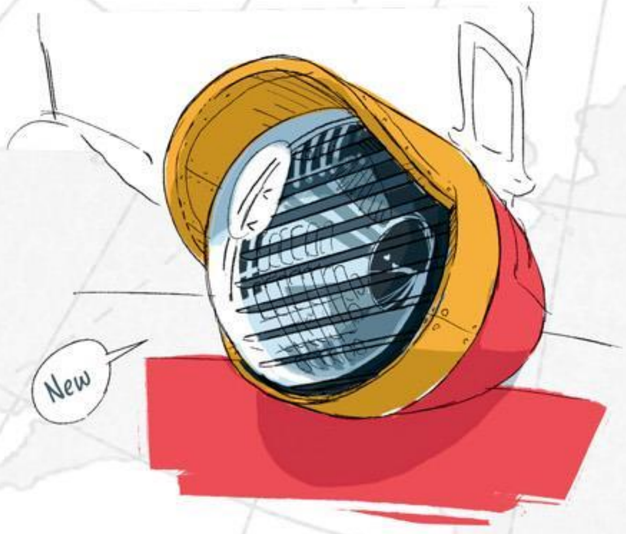
"Odyssey, Full Speed Ahead!"

Mario and Cappy obtain Power Moons in the Cascade Kingdom. Adding the moons to the ruined Bonneter home brings it back to life as their new ship. This red-and-white hat-shaped vessel transforms into the craft that carries the pair on their journey. Its name . . . the *Odyssey*!

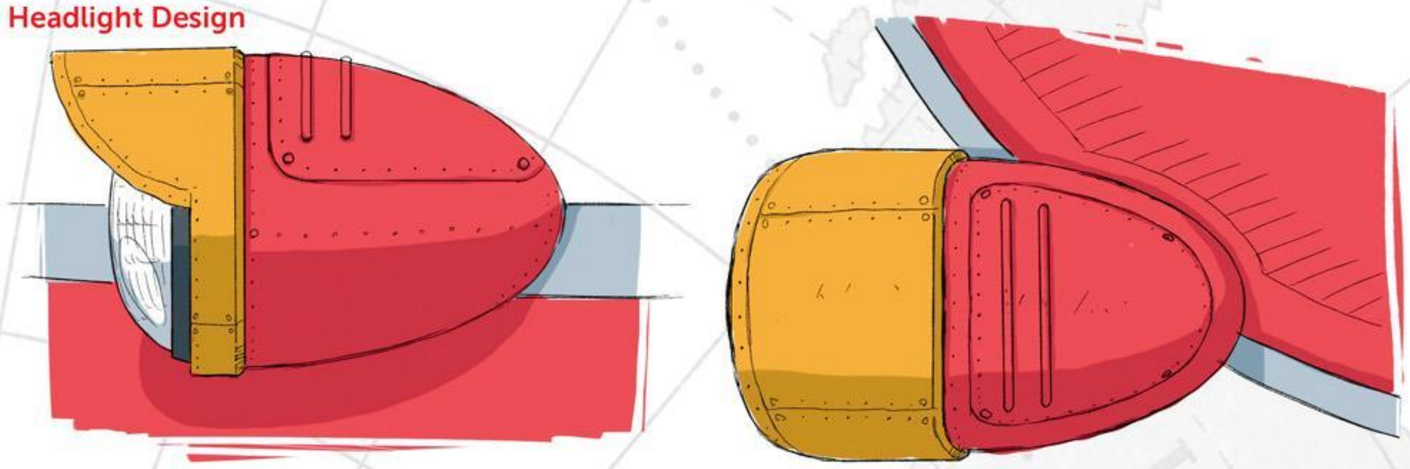
The *Odyssey*

A hat-shaped ship that flies through the skies.
It uses the energy of Power Moons to function.

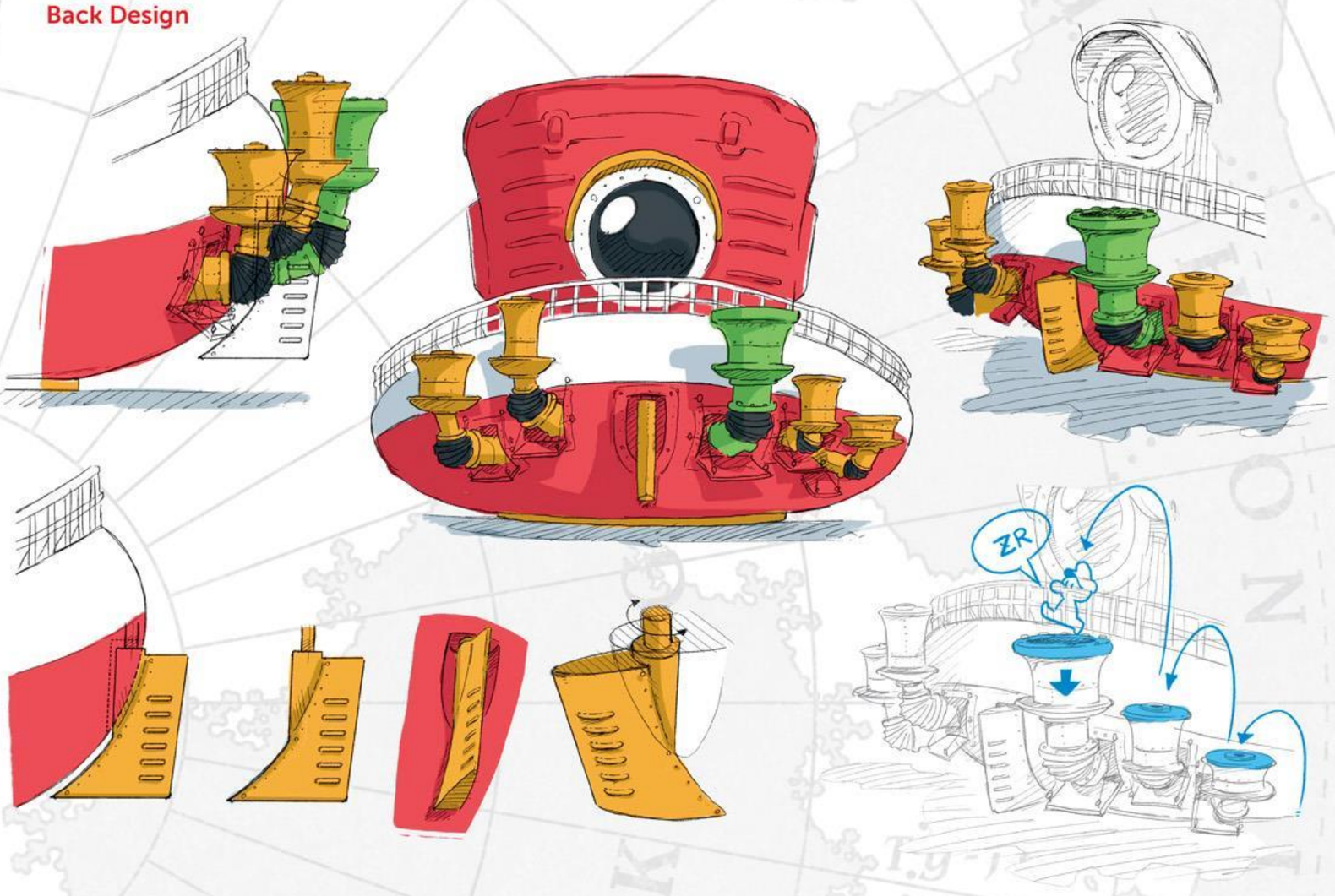
Exterior Design



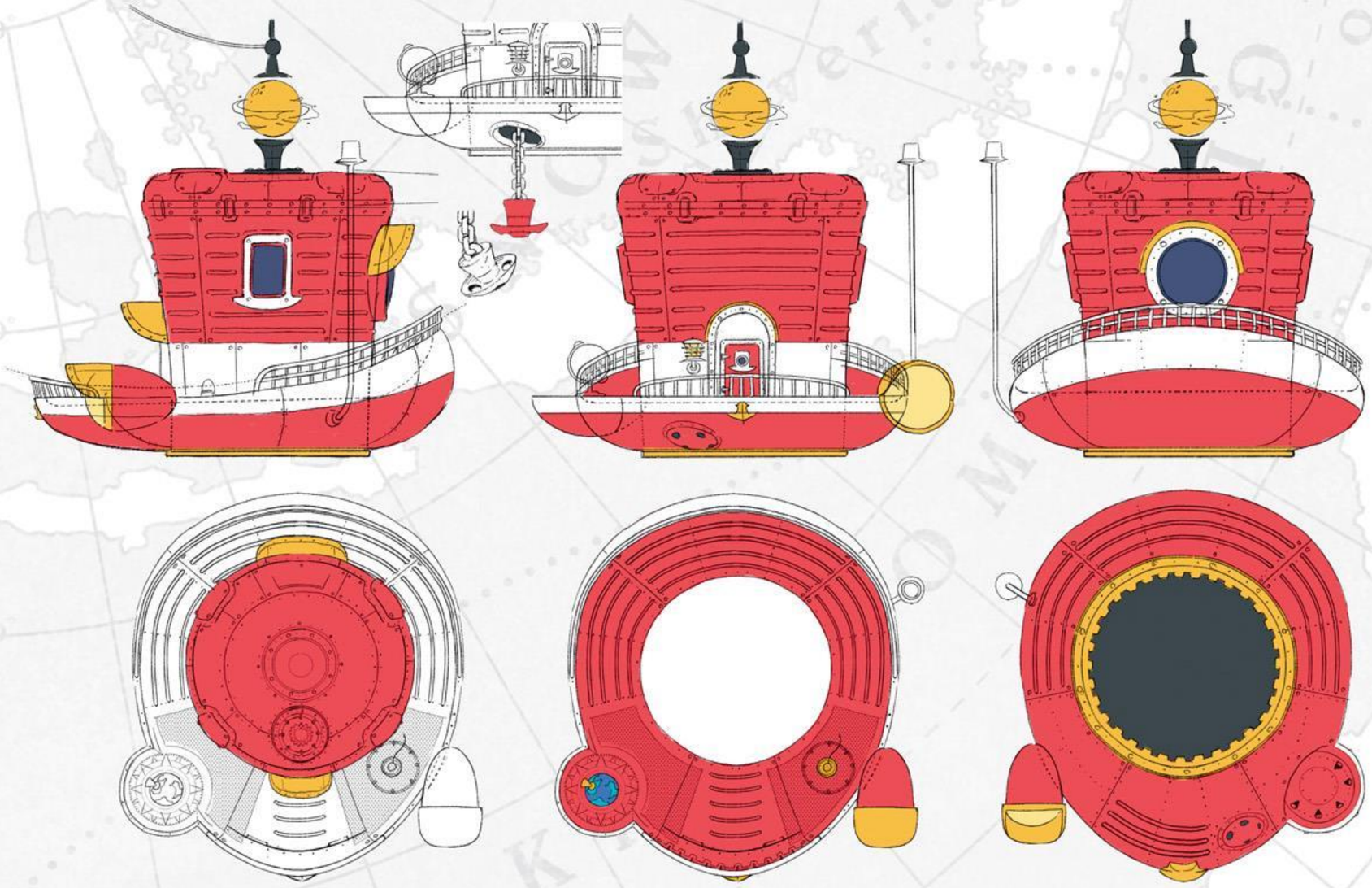
Headlight Design



Back Design



Multiple Views



STORY

The Ancient Ship Stranded in Fossil Falls

Bonneton buildings have been abandoned and left to fall apart all over the Cascade Kingdom. These have led some to believe that Bonneters once lived here. The energy of Power Moons is needed to revive a Bonneter home as a ship.

The many years have taken their toll, leaving the vessel covered in rust and decay. According to Cappy, this is an ancient type of vessel.

Ruins of Bonneton architecture remain in different parts of Fossil Falls.

NOTES

Powered by Power Moons

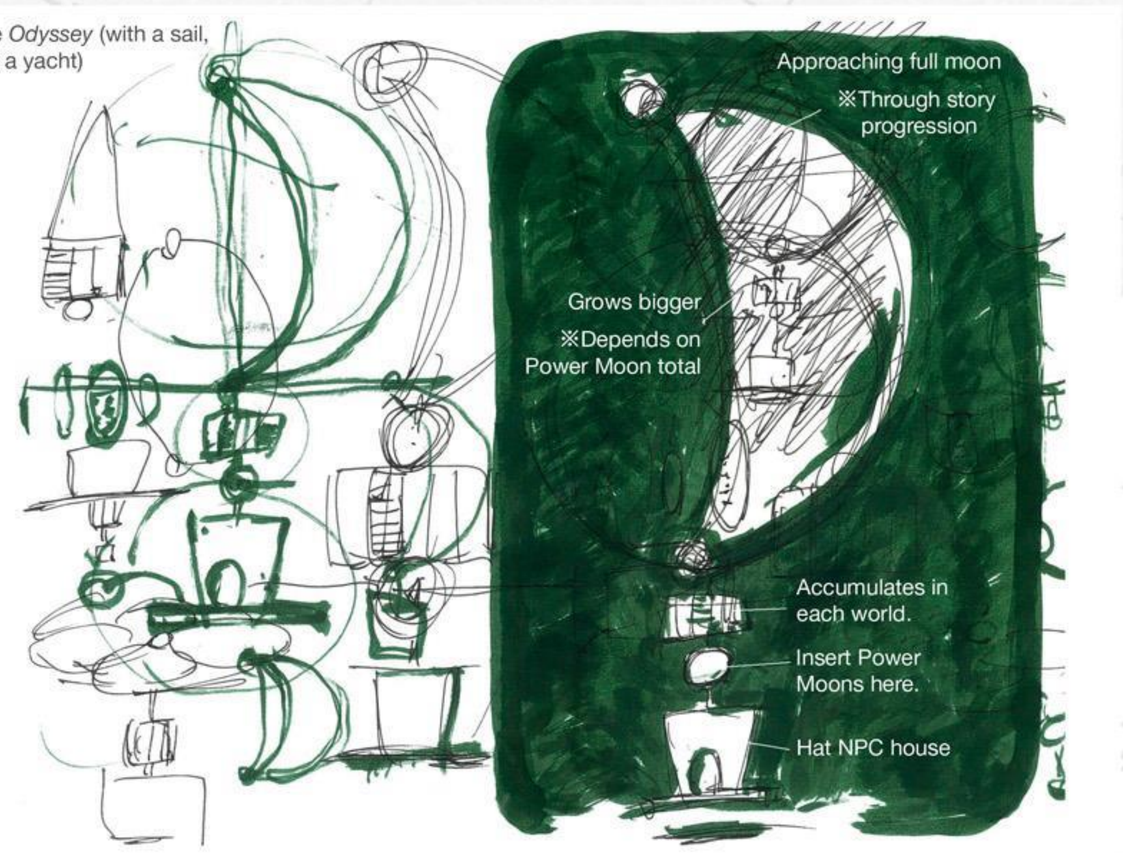
Our heroes revive the Bonneton structure as their new ship, thanks to the Power Moon energy. They christen it the *Odyssey*, the new base for their adventure. Each new stop on their voyage requires the discovery and application of further Power Moons, the source of untold energy.

A two-tone red-and-white body. These colors are meant to reflect those of Mario and Cappy.

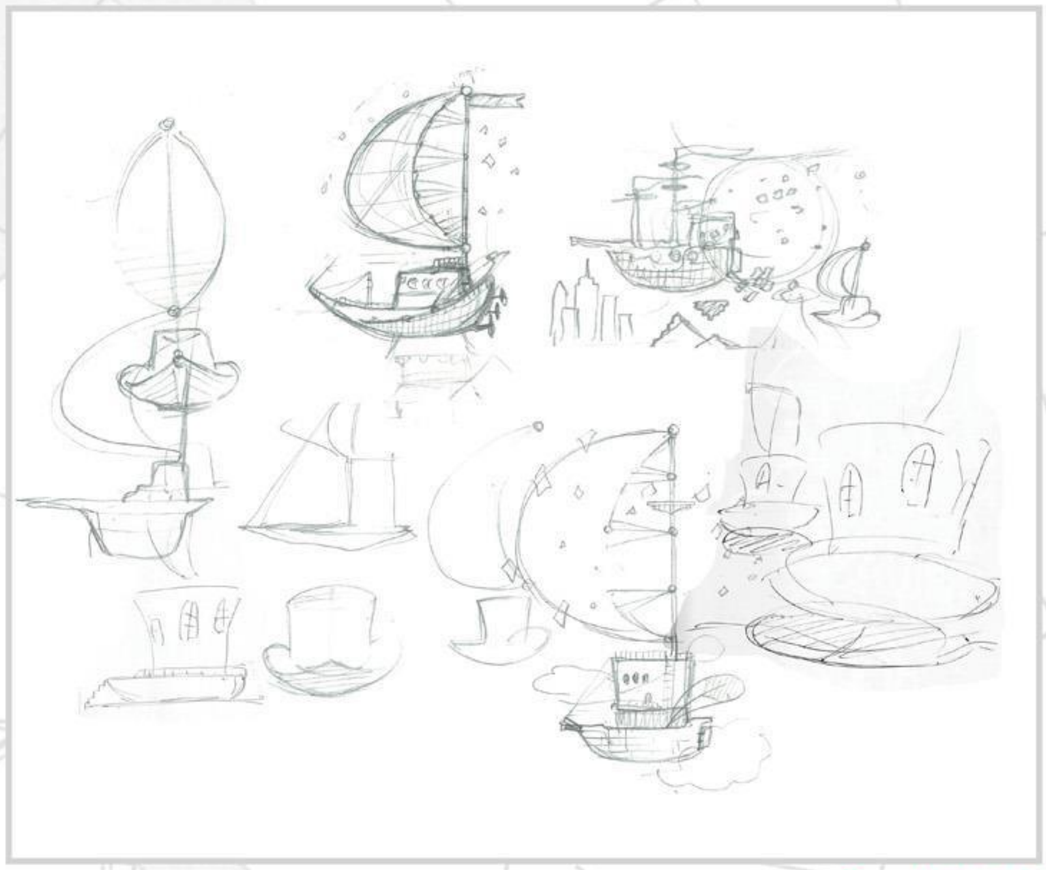
The *Odyssey*'s off on its maiden voyage! Cappy gifts Mario with a Captain's Hat to mark the occasion.

The *Odyssey*
Designs

Rough sketches made up through the final design of the *Odyssey*. The sail took on a crescent-moon shape from the early stages.


The *Odyssey* (with a sail, like a yacht)
Approaching full moon
※Through story progression
Grows bigger
※Depends on Power Moon total
Accumulates in each world.
Insert Power Moons here.
Hat NPC house

Rough Sketches



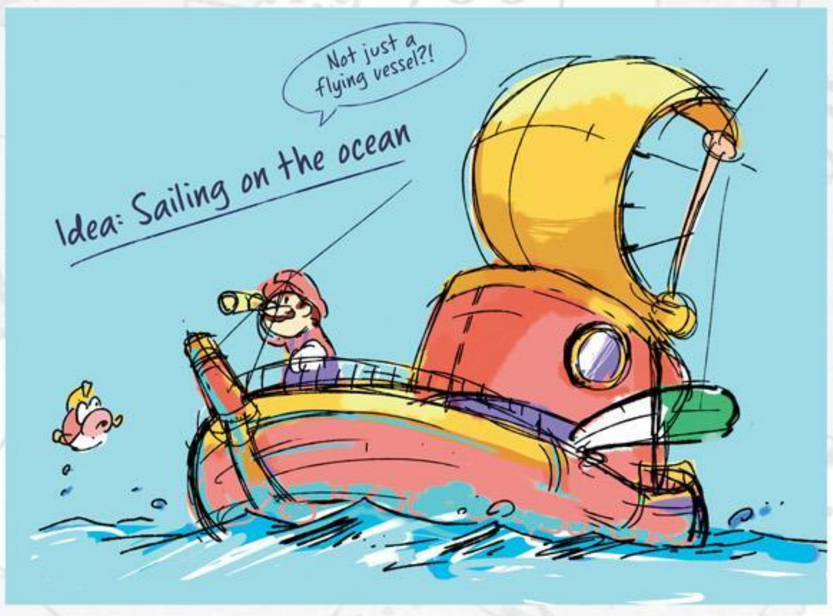
Rough Sketch

Preliminary Design

Rough Sketches

Preliminary Design

Idea: Tires come out of holes in the base.
Not just a flying vessel?!
Or propellers, caterpillar treads, hands, feet... Having all sorts of things come out could be fun!



Rough Sketches

DESIGNER'S NOTE

The *Odyssey* plays an essential role in the game, functioning as both transport and home base, so we wanted a design that symbolized its function as a whole. From the silk-hat fuselage to the sail waxing from crescent- to full-moon shape, several details were added to depict the vessel as a crucial part of the journey. They focused mainly on imagery of hats and Power Moons. Mario's red and Cappy's white make up the primary colors for the design.

Taking a cue from travel suitcases, you can slap stickers from each kingdom visited on the outside, altering the ship's appearance as the game progresses. You can even decorate the interior with souvenirs bought along the way. We bought a real suitcase, painted it red and white, and covered it in handmade stickers. Using it as our inspiration, we drafted the sketch above.

Art Director Rikuto Yoshida

TIPS

An Indispensable Gizmo for Aspiring Globetrotters

Tossing your cap onto the globe beside the *Odyssey*'s doorway lets you choose your next destination. You must also throw your cap onto it to deposit any new Power Moons you've collected, which makes the globe vital to increasing the scope of your travels. As an extra bonus, stomping on the globe will play music box renditions of the Fossil Falls theme or "Jump Up, Super Star!" The latter won't play until you've visited New Donk City.

Throw Mario's cap onto the globe to deposit Power Moons, and then take off.

The seventeen lamps on the pedestal light up as you collect all the Power Moons from each kingdom.

NOTES

Excitement about the Unknown

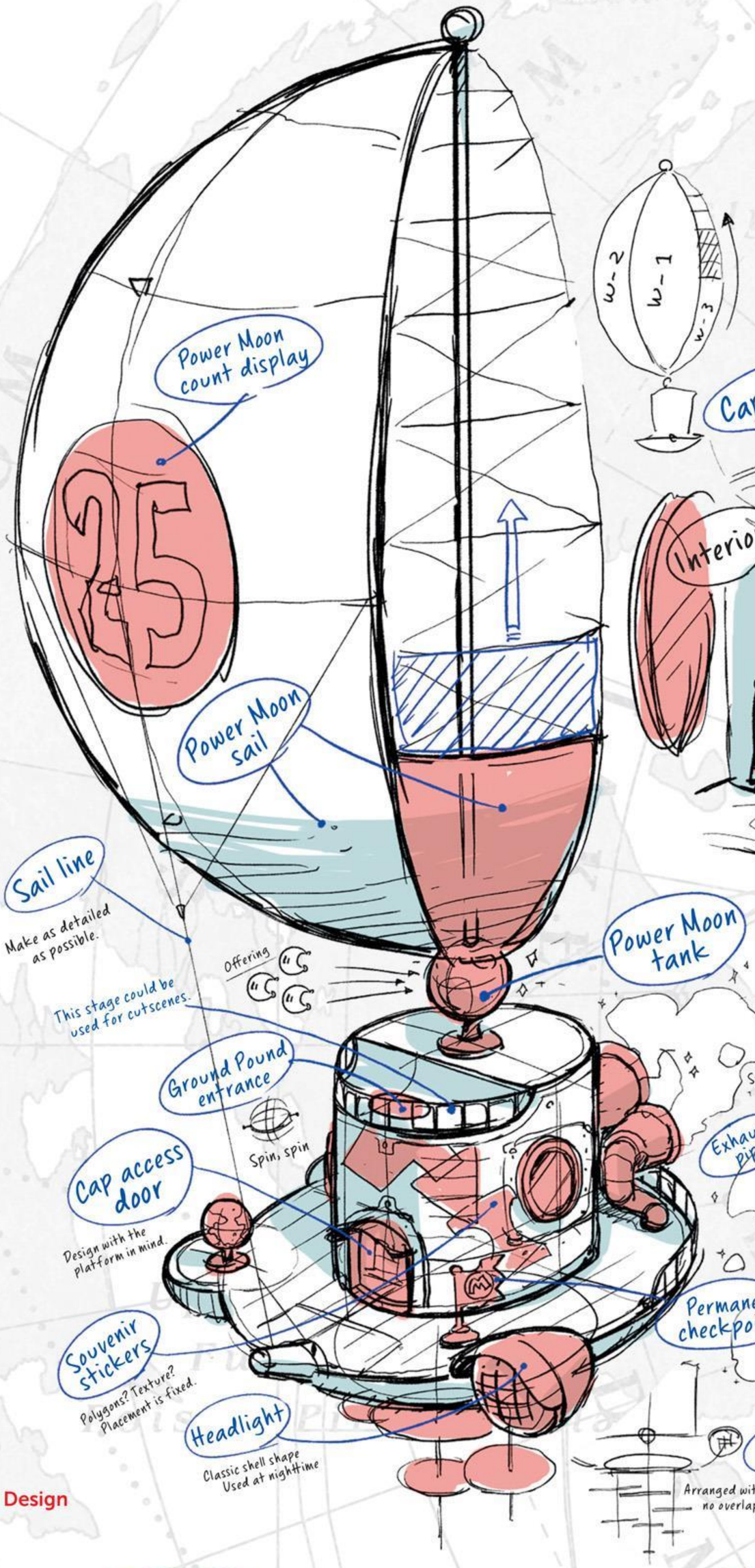
When heading to new kingdoms, Mario and Cappy can be seen gazing anxiously out of the *Odyssey*'s window. Their expressions change when they travel back to places they've been before.

Returning to a familiar kingdom will prompt a calmer reaction–like Cappy taking a nap on Mario's head.

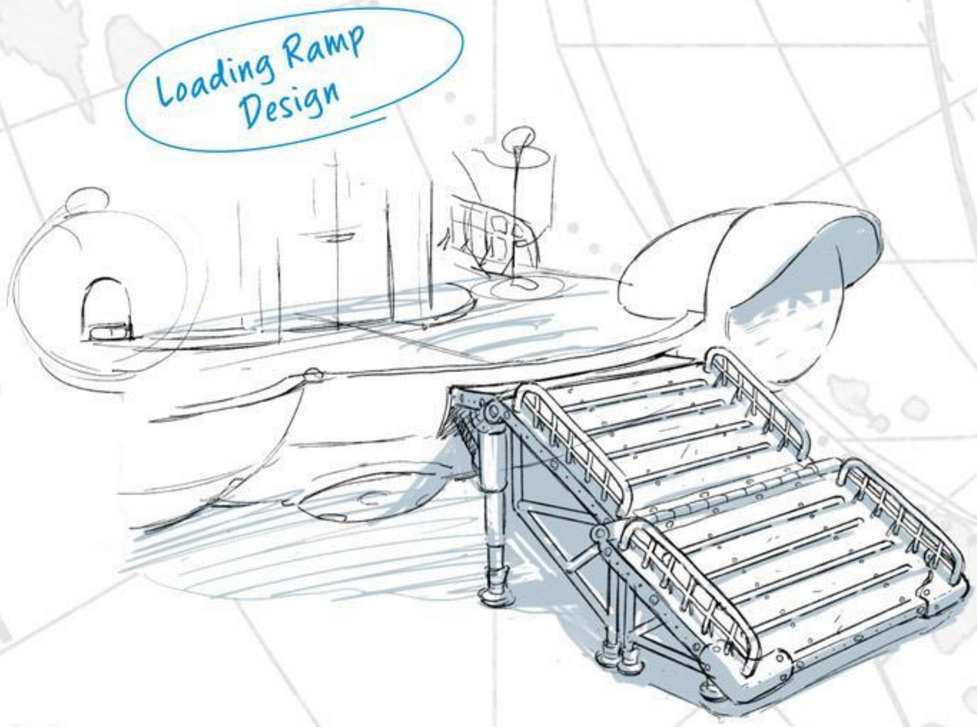
Odyssey:

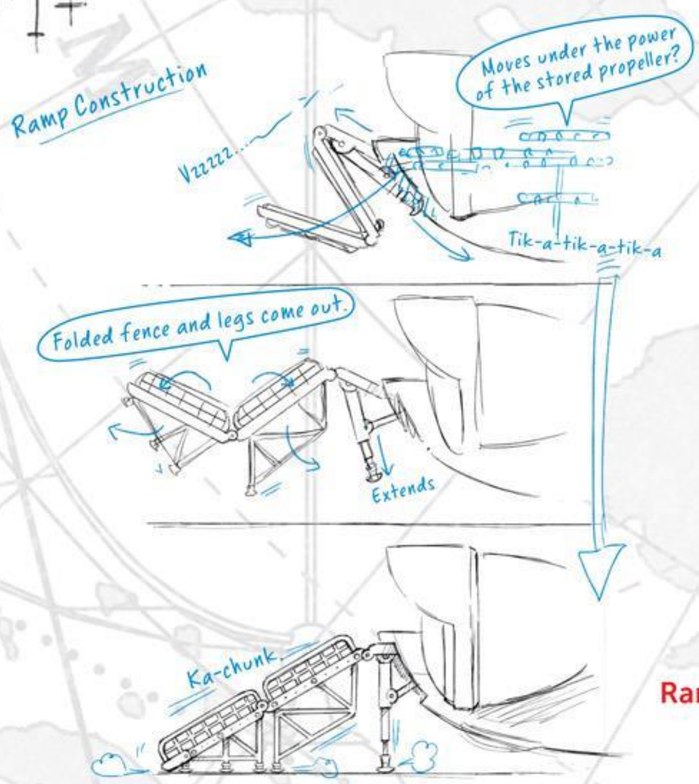
Required Elements Check

- Necessary elements and composition will be like this.
- Designs drawn here are placeholders.
- We will use this as a starting point to consider the main design.

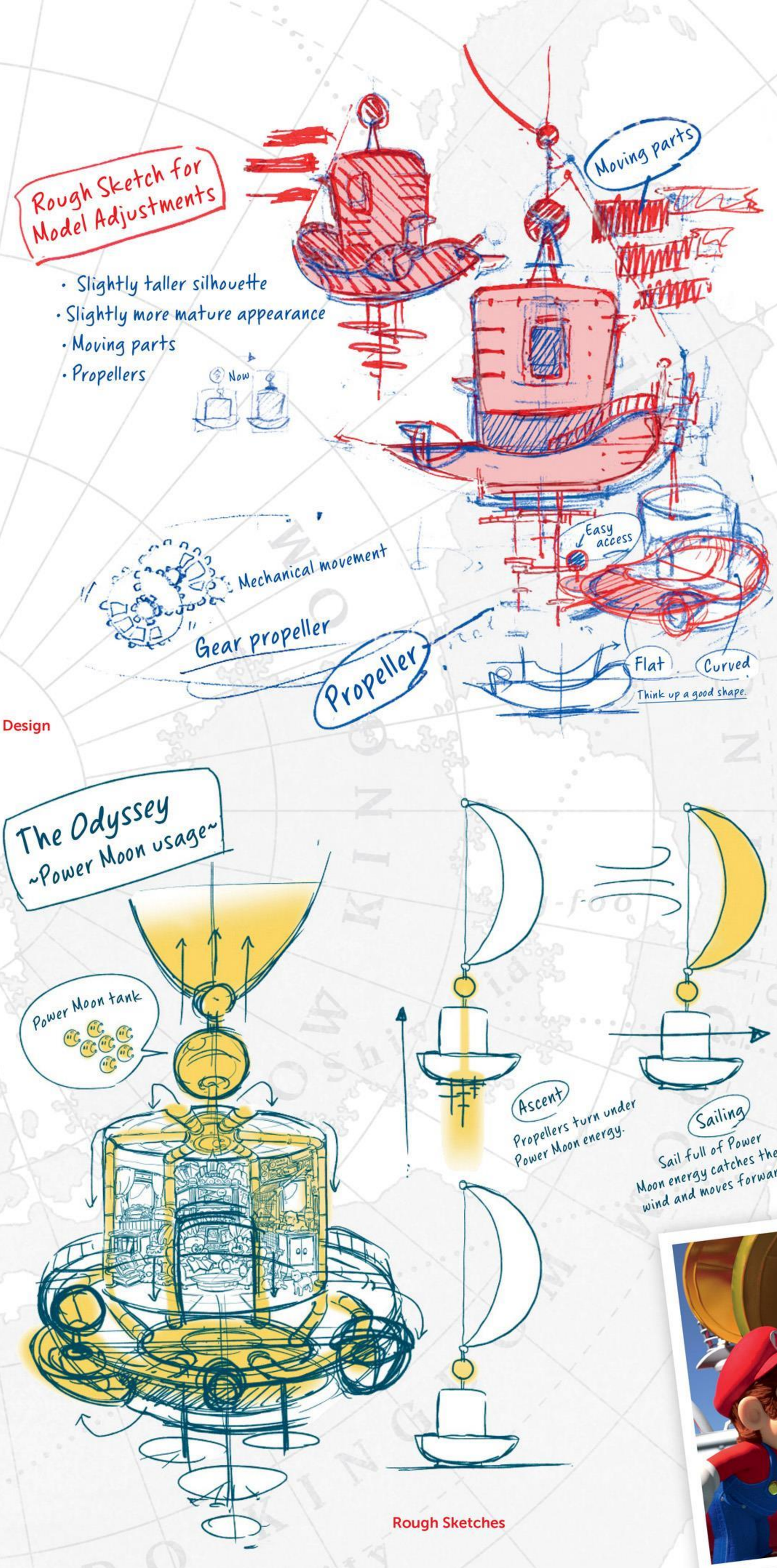


Design





Ramp Design



Design

The Odyssey
~Power Moon usage~
Power Moon tank
Ascent
Propellers turn under Power Moon energy.
Sailing
Sail full of Power Moon energy catches the wind and moves forward.

Rough Sketches

TIPS

Close the Sail with Power Moons

Gathering Power Moons in each kingdom increases the surface area of the sail, allowing Mario to fly farther than before. Beating Bowser's Kingdom turns the sail into a sphere, and the *Odyssey* is finally complete. Gathering more Power Moons after this point causes the completed sail to expand in size.

Collecting the required number of Power Moons in each kingdom will increase the surface area of the sail.

Conquering Bowser's Kingdom will complete the sail, transforming it into the shape of a full moon.

Collecting every Power Moon in the game will turn the now-gargantuan sail gold!

The *Odyssey* Interior

The inside of the *Odyssey*, entered through the door on the front. There's no knob on the door; it requires a whack from Mario's hat to open.

DESIGNER'S NOTE

The interior of the *Odyssey* boasts a design befitting the esteemed vessel. The furnishing reflects its Cap Kingdom origins, with designs influenced by Bonneter traditions and elegance. The exterior has a rough touch to it, so we wanted to create a visual contrast with the style of the interior. This is also a place to put the souvenirs you buy in each kingdom, so we erred on the side of minimalism, letting you enjoy watching the inside come to life through each addition.

Art Director Rikuto Yoshida

Rough Sketch

Design

TIPS

A Chance to Rest Your Weary Adventurer Bones

The *Odyssey*'s interior has a relaxed atmosphere and is decked out with armchairs and a bed. Going inside restores Mario's health and gives him a place to relax. The souvenirs purchased on the journey are lined up in the background. Not only are they nice to look at, you can throw Mario's cap at them to see different reactions.

Taking a load off on the couch. Buy souvenirs in each kingdom to add some flair to the background.

Ground Pound the lid on the roof to enter the *Odyssey* from the pipe in the back.

TIPS

Changing Clothes in the Closet

You can change Mario's outfits in the closet in the *Odyssey*, or you can choose an outfit at random. Cap and clothes are chosen individually, which is sure to lead to some eccentric combinations. Give it a shot when you want to shake things up a bit!

You never know what Mario will walk away wearing until the closet door closes!

You can also change clothes from the closet at any Crazy Cap store.

Sand Kingdom

Tostarena

DESIGNER'S NOTE

The Sand Kingdom is the first stop for Mario and Cappy after they obtain the *Odyssey*. We built a vast playground the likes of which had never been seen in a *Mario* game. It makes players both nervous about the perplexing journey ahead and excited by the unimaginable things to come. Destinations and routes are clearly mapped out, and we took pains to guide players naturally through the vast territory before them.

Furthermore, we placed many unique objects throughout the kingdom that engage the player's sense of curiosity. In doing so, we encouraged them to follow this desire to explore throughout the rest of the game. One goal was to let players capture Bullet Bills—enemies combining flight and combat abilities—to expose them to the breadth of potential gameplay options.

Director Kenta Motokura

WORLD DATA

Population:	Middling	Currency:	Pyramid shaped
Size:	Expansive	Industry:	Tourism, precious stones
Locals:	Tostarenans, Moe-Eyes	Temperature:	Average 104°F

A red-hot desert of rusty sand. This kingdom is heavily invested in tourism, and the lively Tostarenans greet travelers with open arms. The ruins that dot the desolate expanse have become popular sightseeing attractions.

Power Moons

93

Regional Coins

100

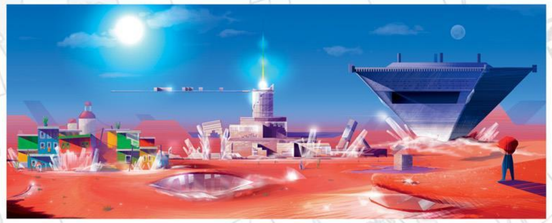
Maps

Concept Art

Of all the kingdoms, Tostarena was the first area the development team created. These illustrations were created once the stage started coming together. Many different elements appear atop the scorching sands.

Preliminary Design

Preliminary Design



Preliminary Design

Preliminary Design

Preliminary Design

STORY

Icicles Appear as Frost Consumes the Desert

The first land Mario visits in the *Odyssey* is normally bathed in blazing heat . . . but for some reason, he and Cappy find themselves facing intense cold instead. Accompanying this peculiar weather is a bizarre addition to the desert: massive pillars of ice as far as the eye can see, jutting up from the ground. According to the local Tostarenans, the ice appeared without warning, and the low temperature has been a problem for them. Things apparently took a turn for the worse after Bowser arrived with his bride-to-be. The heroes rush off to the ruins in hot pursuit.

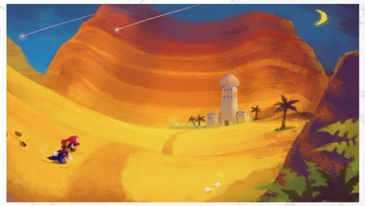
Icicles shoot out of the desert sand, lowering the temperature. The chill even causes Mario to shiver.

Bowser's footprints can be found traversing the kingdom. Follow them to see what he's after!

The oasis has frozen over, catching an unfortunate Lakitu off guard in the middle of fishing.

A taxi is frozen in place, and the New Donker cabbie is distressed at his inability to pick up customers.

More ice pillars can be seen around the Inverted Pyramid. Not even the ruins themselves can escape the encroaching frost.



Preliminary Design

Preliminary Design

Preliminary Design

Preliminary Design

DESIGNER'S NOTE

The Sand Kingdom of Tostarena is a land where ruins as well as a city pepper the vast desert. Many *Mario* games have had desert levels in the past, but we really wanted to make this stage feel foreign. Mexican imagery was heavily referenced for this area. The desert's red glow during twilight was a particularly memorable piece of inspiration. This beautifully contrasts with the transparent ice sticking out of the ground. When all this is coupled with the distinctive characters populating the area, I think we succeeded in crafting a desert stage that stands apart from those in previous *Mario* entries.

This is the first kingdom that implemented the unique design choices of this game. From the topography to the characters, the world was crafted with a variety of different design elements. I find myself attached to the results.

Art Director Rikuto Yoshida

TIPS

Ice Cavern Underground

Below the desert of Tostarena, a belligerent deity slumbers in an ice-covered cavern housing treasure and a hidden temple. Mario can plumb the cavern's depths from a large hole in the sands above. The quicksand around the Tostarena Ruins is likely the result of underground erosion.

An icebound, subterranean world. Capturing Goombas lets Mario move across the slippery surface with ease.

The Binding Band is stored in the innermost depths, guarded by Knucklotec.

NOTES

Verdant Oasis in the Sands

An oasis lies in the southeast corner of Tostarena. There's a massive pond in the middle, providing a relaxing spot with abundant vegetation. Birds and famous fishermen are lured to the watering hole, so go say hello when you have a chance.

A thirst-quenching waterfront in an arid wasteland. Greenery grows thick here, and palm trees line the pond bed.

The Desert Oasis is a gathering place for small birds. Rumor has it that something can be found at the place where they meet . . .

Tostarenan Town

The center of Tostarenan tourism. Buildings line the sandy streets, and shopping areas are bustling with business.

Preliminary Design

Illustrations appear as 3D holograms. Sensor reacts when something passes over a panel, making the illustrations stop cycling.
Design like it's carried out from the main unit.
This lamp changes from blue to red when it stops.
High-quality plastic

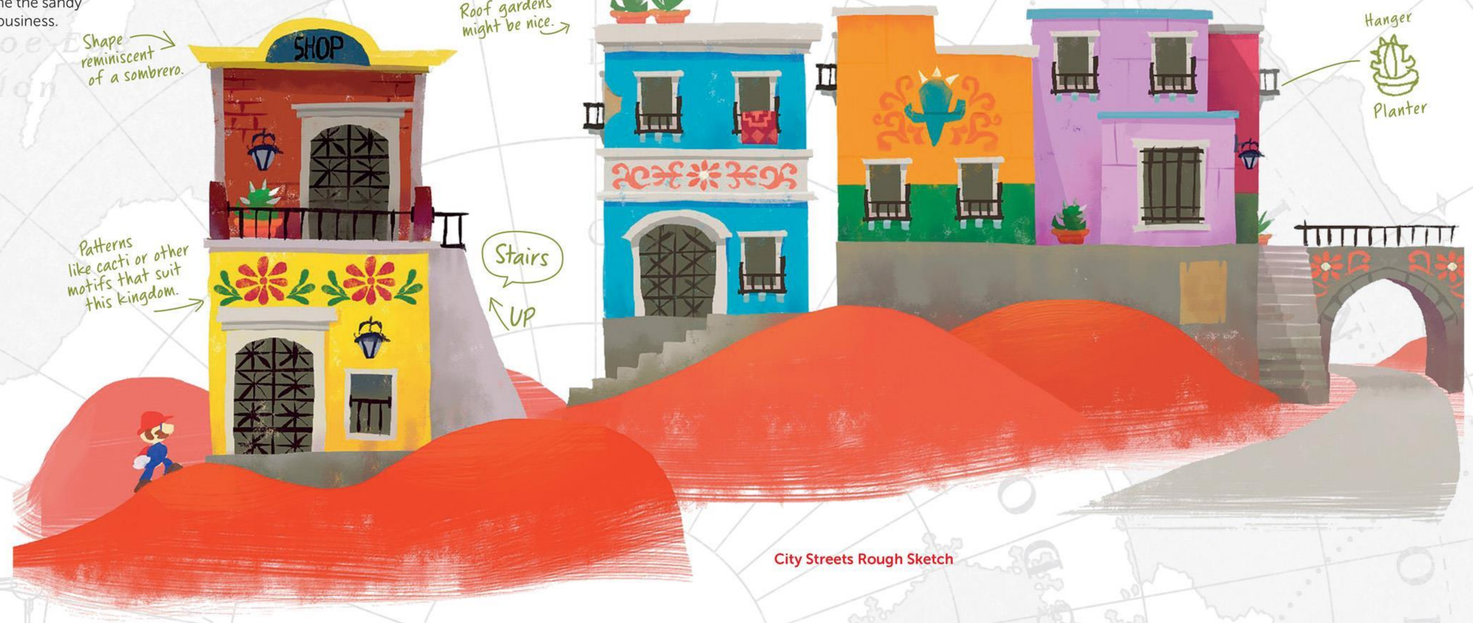
Slots Design

Slots Board Design

Traces of being played over and over. Paint worn off.
If this wouldn't make the screen too busy, maybe add paints here and there?
An eccentric Tostarenan who painted the ruins

Slots Room Preliminary Design

Costume Room Preliminary Design

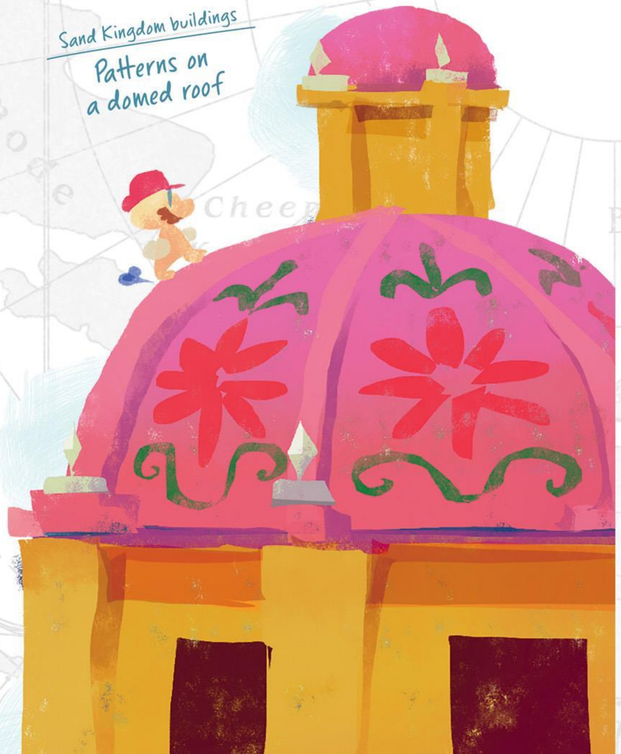


City Streets Rough Sketch

Preliminary Building Concept

Motif Designs

Ornament Designs



DESIGNER'S NOTE

Tostarena is a lovely town lined with colorful buildings. This was based on the image of a small Mexican town. The buildings may be few in number, but the layout stays true to what inspired it. Buildings were given varying colors and heights, and we ensured no dwellings of the same hue ever visually overlapped, regardless of the camera angle. The wall decorations were designed as if they were painted by the Tostarenans themselves. We gave the buildings a coarse, hand-decorated finish to show the affection the locals have for them.

The spinning Slots seem to have been built atop the local ruins, but the walls are painted in novel colors; even the Knucklotec motif in the back is painted blue, with silly scrawls added to his face. Painting over ruins is certainly something the jovial Tostarenans would do!

Field/Concept Artist Asami Inoue

NOTES

A Sightseeing Spot Exploding with Color

This Sand Kingdom town is the central hub of sightseeing and commerce in Tostarena. The cityscape is awash in vivid colors, and the bright and cheerful Tostarenans are happy to welcome Mario into their shops. There are power lines in the city, and notable parts of the ruins are accessible from there.

A series of colorful buildings. Like water in the desert, the fountain installed in the city center is a symbol of comfort to the residents.

The city stays busy with shops like Crazy Cap and the Slots game.

TIPS

Spinning Slots from the Sand Kingdom

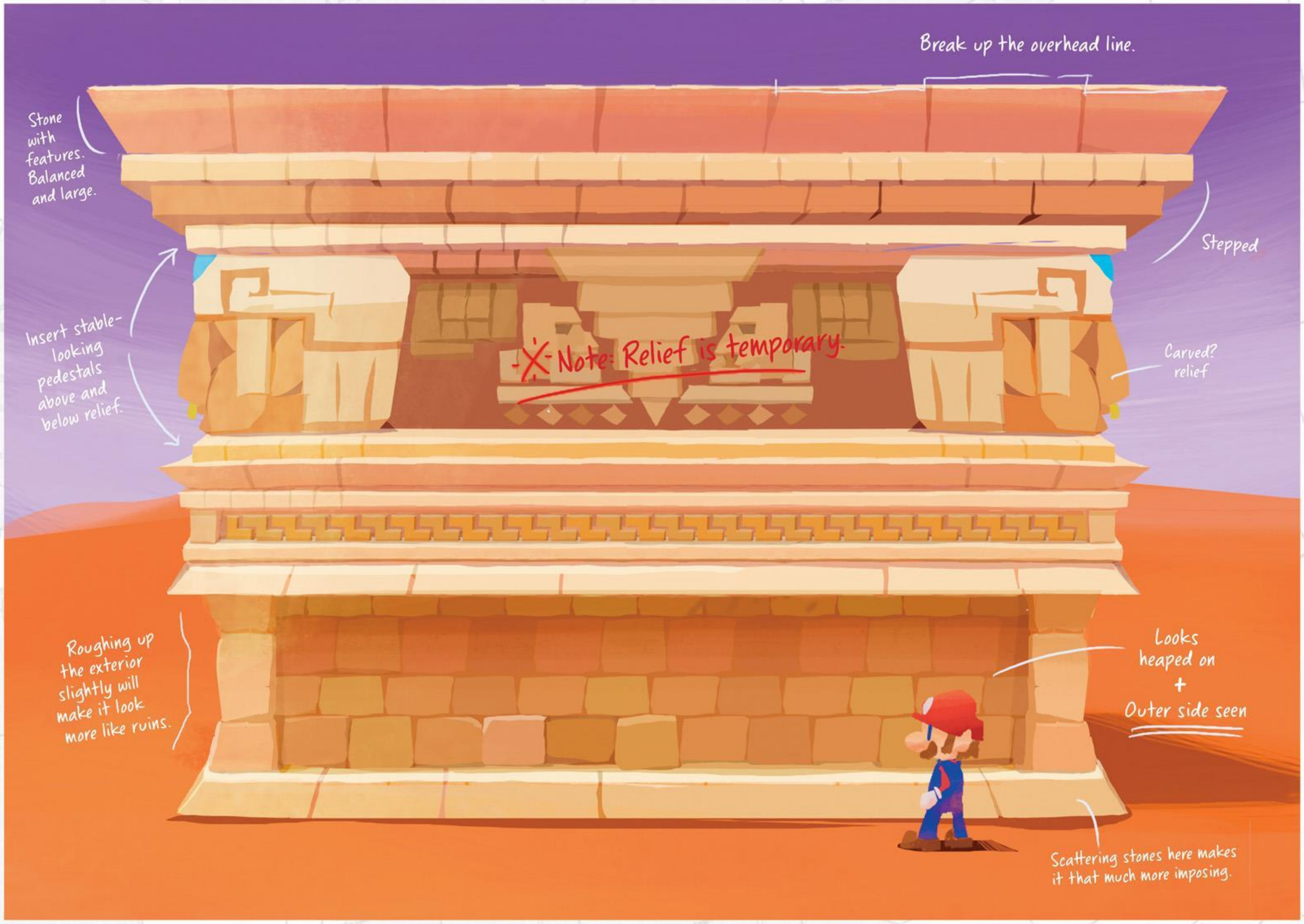
Line up the images on the slot machines with good timing to get the item shown! It's ten coins a go, and you can play as much as you want. This Tostarenan pastime also has branches in New Donk City and Mount Volbono, each with a differing number of panels in their games.

Slot panels spin in the following order: Heart, Power Moon, Coin, and Life-Up Heart.

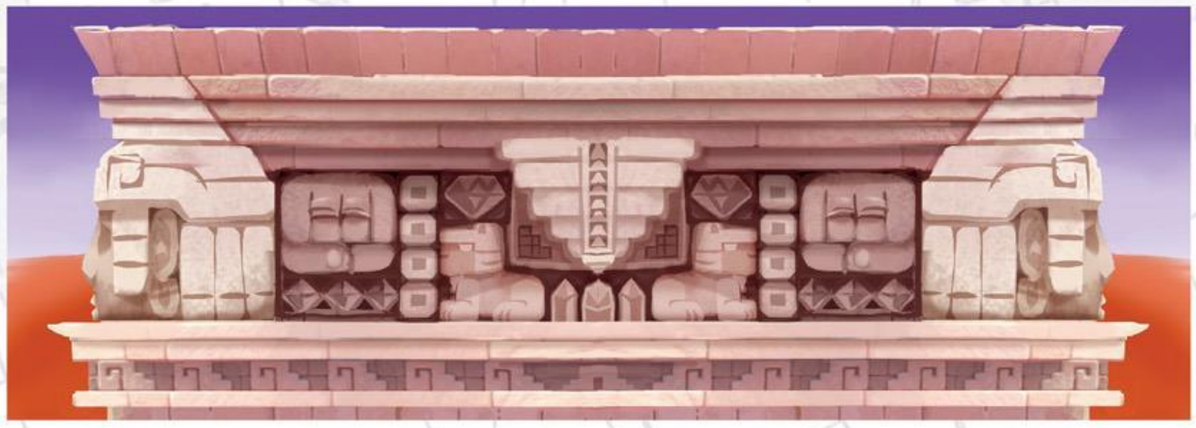
A Slots branch can be spotted in the urban sprawl of New Donk City. A few Tostarenans have even made the trek there!

Tostarena Ruins

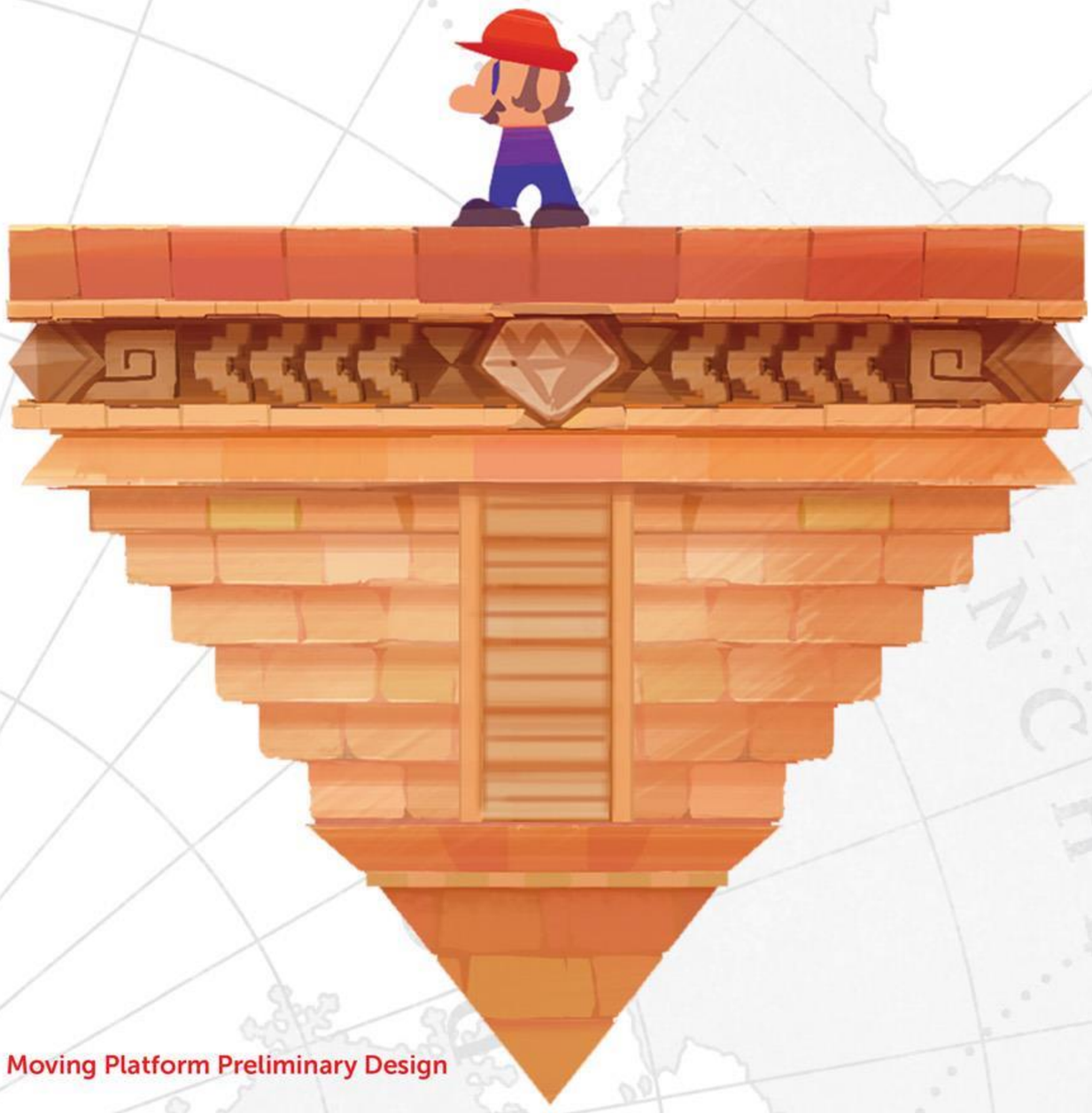
These stone buildings are scattered around the vast desert. There are several notable ruins, including the Inverted Pyramid.


Break up the overhead line.
Stone with features. Balanced and large.
Stepped
Insert stable-looking pedestals above and below relief.
Note: Relief is temporary.
Carved? relief
Roughing up the exterior slightly will make it look more like ruins.
Looks heaped on + Outer side seen
Scattering stones here makes it that much more imposing.

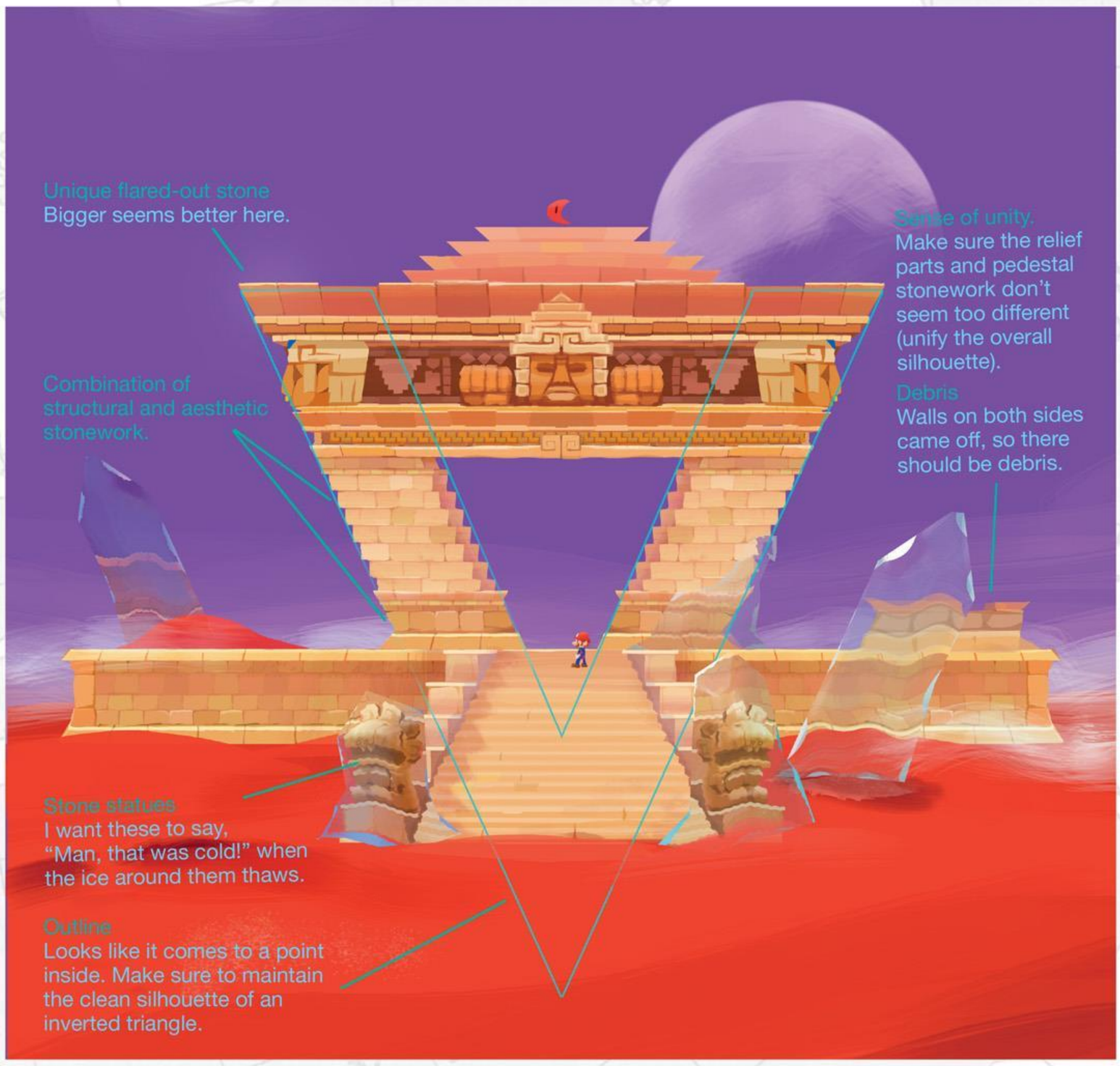
Preliminary Design



Relief Design



Moving Platform Preliminary Design


Unique flared-out stone
Bigger seems better here.
Combination of structural and aesthetic stonework.
Sense of unity.
Make sure the relief parts and pedestal stonework don't seem too different (unify the overall silhouette).
Debris
Walls on both sides came off, so there should be debris.
Stone statues
I want these to say, "Man, that was cold!" when the ice around them thaws.
Outline
Looks like it comes to a point inside. Make sure to maintain the clean silhouette of an inverted triangle.

Ruins Gate Rough Sketch

TIPS

A Quartet of Cultural Heritage

Of the ruins across the wide, wide desert, four spots are the most popular tourist attractions: the Inverted Pyramid, the Moe-Eye Habitat, the Jaxi Ruins, and last but not least, the Tostarena Ruins. Each spot has its own peculiar architecture, so be sure to check the map before you head toward one.

The Jaxi Ruins are filled with a deadly poison goo that only the Jaxis themselves can traverse.

Moe-Eyes wander around the Moe-Eye Habitat. Only these creatures can see the footpaths scattered around the area.

TIPS

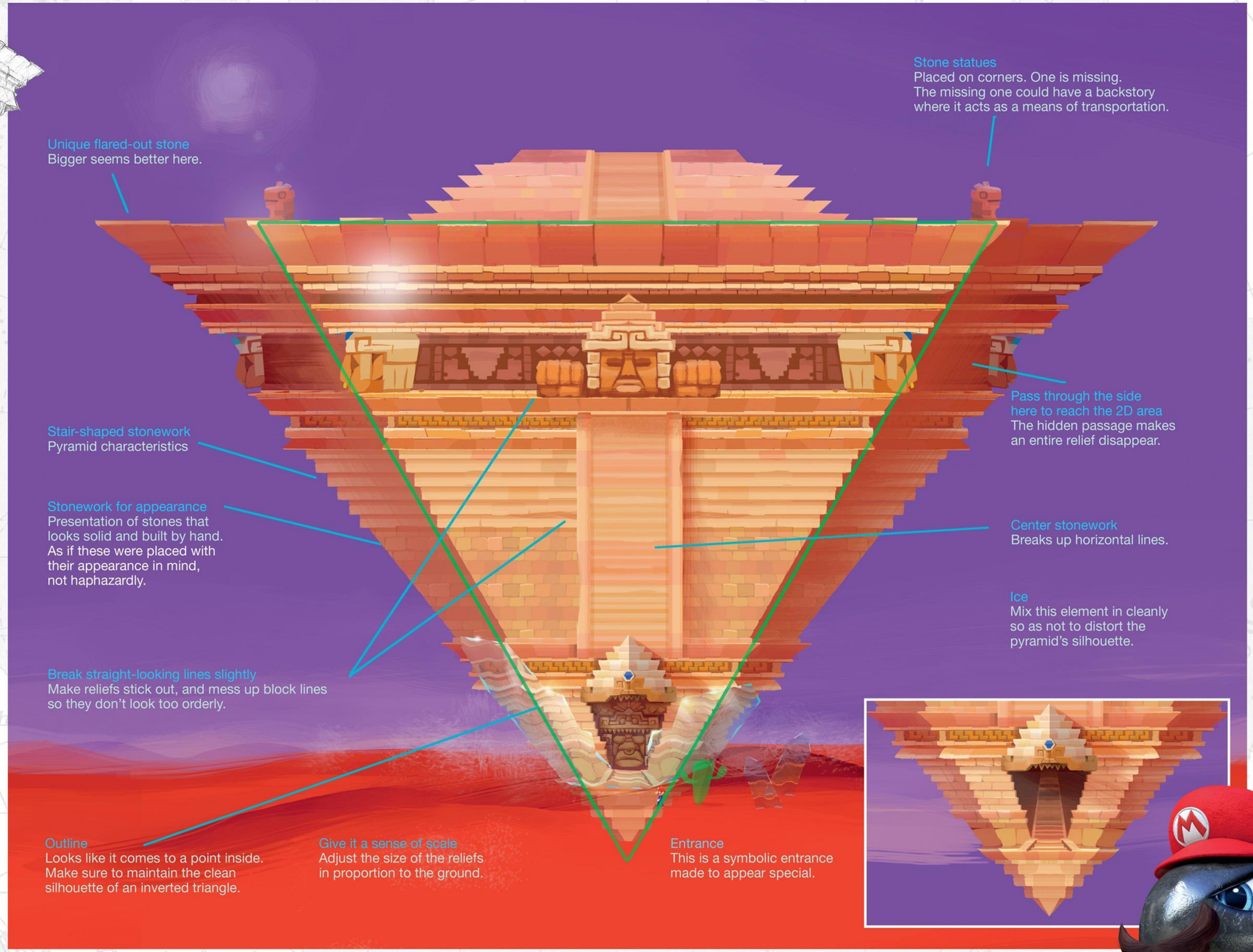
Intruders Beware: Traps Abound!

The inverted triangle gate is a landmark of the Tostarena Ruins. This is the easiest sightseeing spot to get to, but there are numerous structures and obstacles that are less than inviting to tourists. Bill Blasters are installed at every turn, and the ground has turned to quicksand. We recommend approaching with caution.

Built for those making a pilgrimage to the Inverted Pyramid, the entrance gate shares the same triangular shape.

Bill Blasters can be found all over the ruins, sending Bullet Bills flying at unsuspecting intruders.

Inverted Pyramid Rough Sketch


Unique flared-out stone
Bigger seems better here.
Stone statues
Placed on corners. One is missing.
The missing one could have a backstory where it acts as a means of transportation.
Pass through the side here to reach the 2D area
The hidden passage makes an entire relief disappear.
Stair-shaped stonework
Pyramid characteristics
Stonework for appearance
Presentation of stones that looks solid and built by hand. As if these were placed with their appearance in mind, not haphazardly.
Center stonework
Breaks up horizontal lines.
Ice
Mix this element in cleanly so as not to distort the pyramid's silhouette.
Break straight-looking lines slightly
Make reliefs stick out, and mess up block lines so they don't look too orderly.
Outline
Looks like it comes to a point inside. Make sure to maintain the clean silhouette of an inverted triangle.
Give it a sense of scale
Adjust the size of the reliefs in proportion to the ground.
Entrance
This is a symbolic entrance made to appear special.

Inverted Pyramid Design

DESIGNER'S NOTE

A massive structure, the Inverted Pyramid continues underground to the place where Knucklotec protects the Binding Band. The upturned triangular shape evokes the image of the Binding Band's diamond. With the help of the art director, we planned out the stone arrangement down to the smallest detail to ensure a clean silhouette. It's drawn with a single color, with extra focus given to the flow and texture of the stonework. Rough protrusions counterpoint smooth surfaces. Large stones vary the overall outline, offering a visual sense of weight and stability while softening the hardness of the silhouette. The central stairway masonry references Mesoamerican pyramids and serves to break up the horizontal lines. All sorts of stonework are included in the design: long pieces of stone are set in lines, while rough stones are inserted to flatten the surface.

The statues sitting atop the Inverted Pyramid bear a striking resemblance to the Jaxis. What's more, there are five statues standing where six should be. I wonder . . .

Field/Concept Artist Asami Inoue

STORY

Flight of the Inverted Pyramid

Suddenly, the Inverted Pyramid floats into the sky. Could this be Bowser's doing?! Cold air bursts forth from the hole left behind, plunging Tostarena into a bitter chill. And yet, the Tostarenans are chiller still, looking at the floating pyramid as another way to pull in tourists.

There are 2D areas both inside and outside, including strange places where the gravity is as inverted as the pyramid itself.

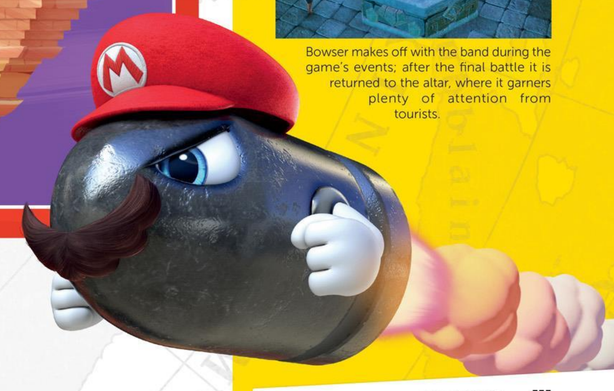
The floating Inverted Pyramid. Truly a fantastic sight against the night sky.

NOTES

A Resting Place for the Binding Band

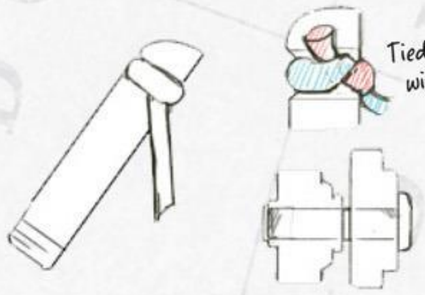
Tostarena's national treasure, the Binding Band, is kept in the inner recesses of the underground temple. Property of the local deity, it is preserved and displayed upside down. This is a symbol of faith: those bound by the ring will never part, even if the world were to turn topsy-turvy.

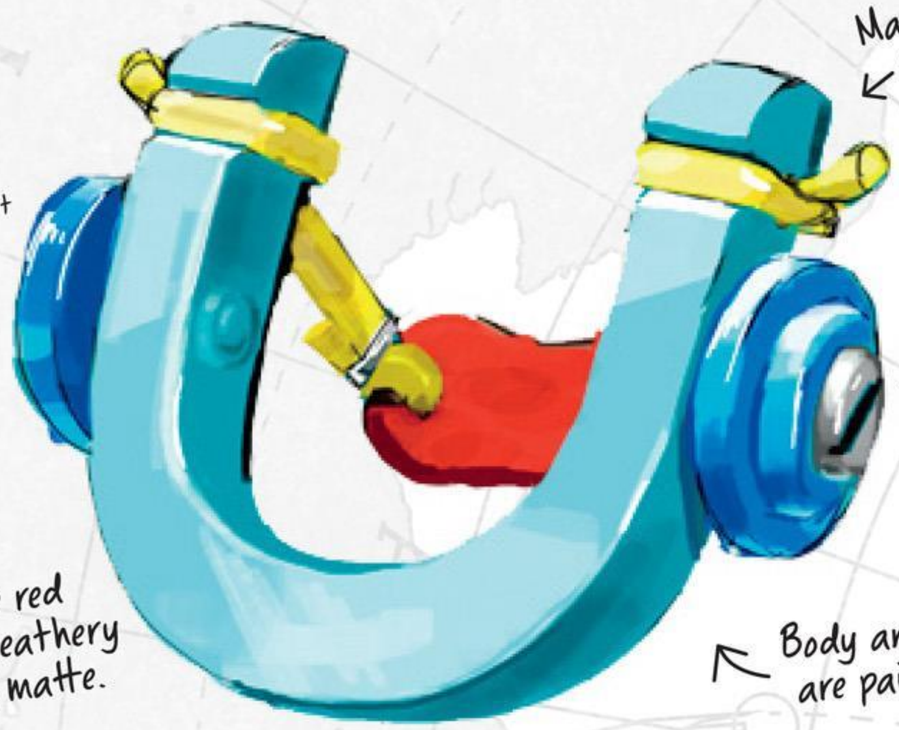
Bowser makes off with the band during the game's events; after the final battle it is returned to the altar, where it garners plenty of attention from tourists.

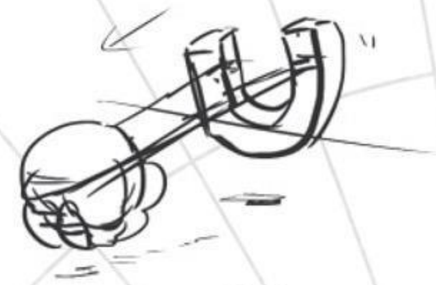


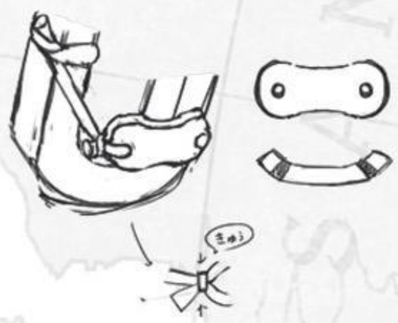
Hat Catapult

Throwing Cappy at it triggers this device, sending Mario flying off in the specified direction.

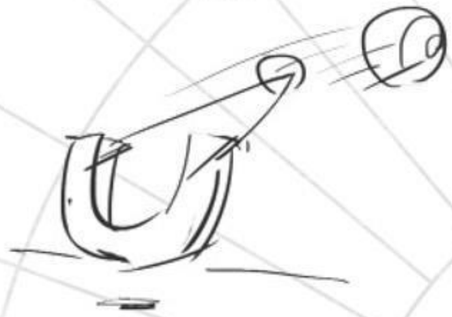








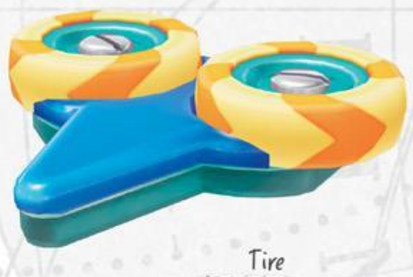
Design



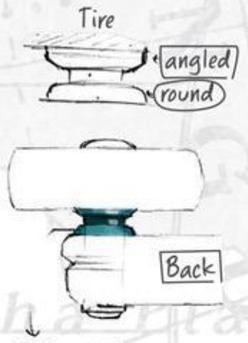
Animation Proposal

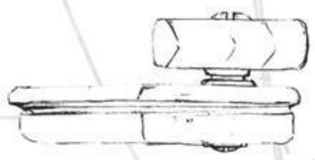
Hat Launcher

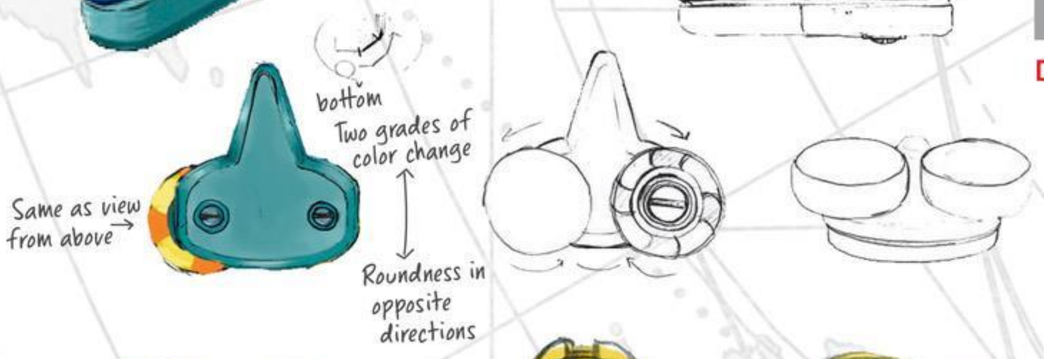
Strike this with Cappy to send him flying in the direction the launcher points.

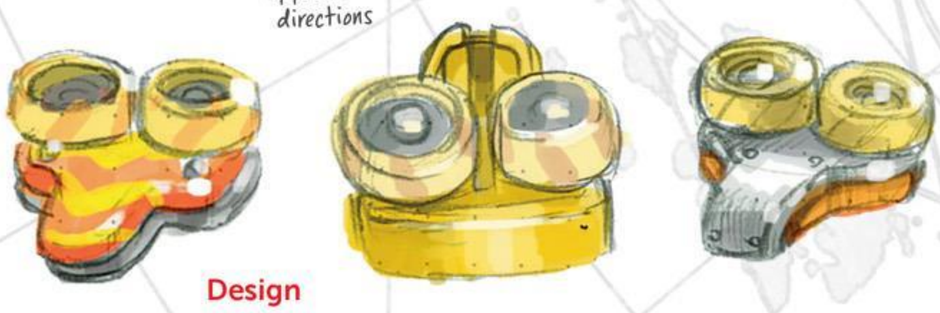


Design





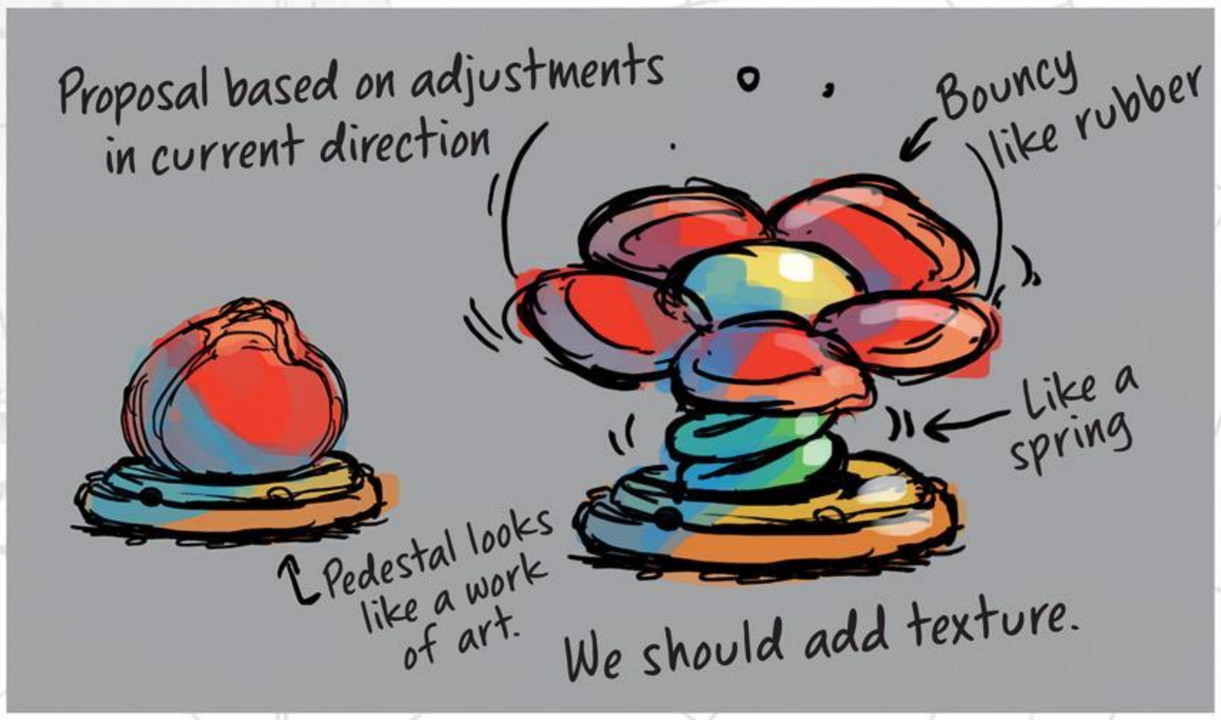




Design

Hat Trampoline

Throw Cappy at this to make the flower bloom. Jumping on the bloom vaults Mario into the air.

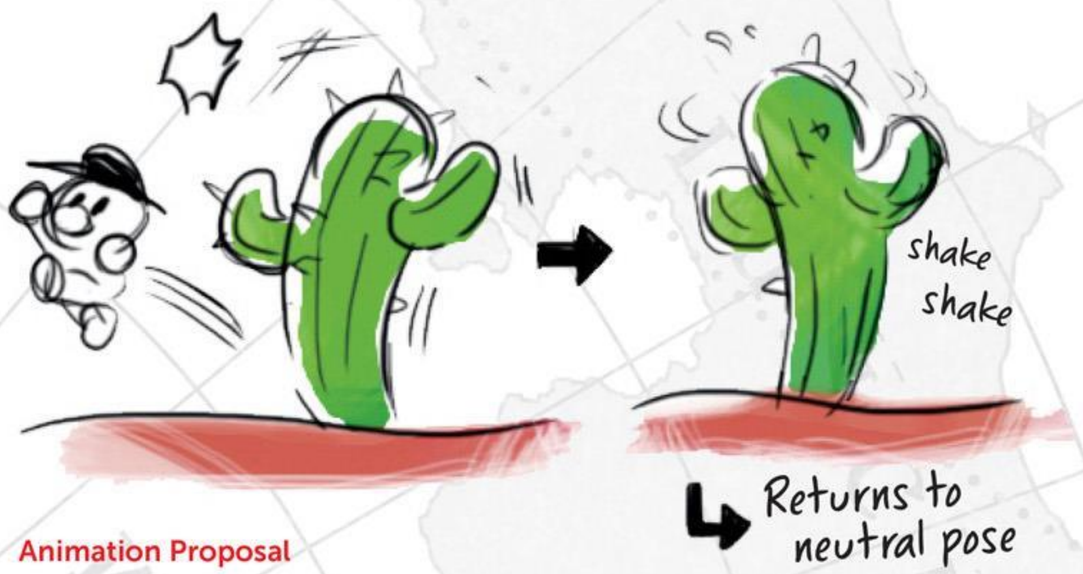

Proposal based on adjustments in current direction
Bouncy like rubber
Like a spring
Pedestal looks like a work of art.
We should add texture.

Design

Cactus

A spiky plant that grows in the desert. Cacti come in two varieties: long and thin, or short and stout.

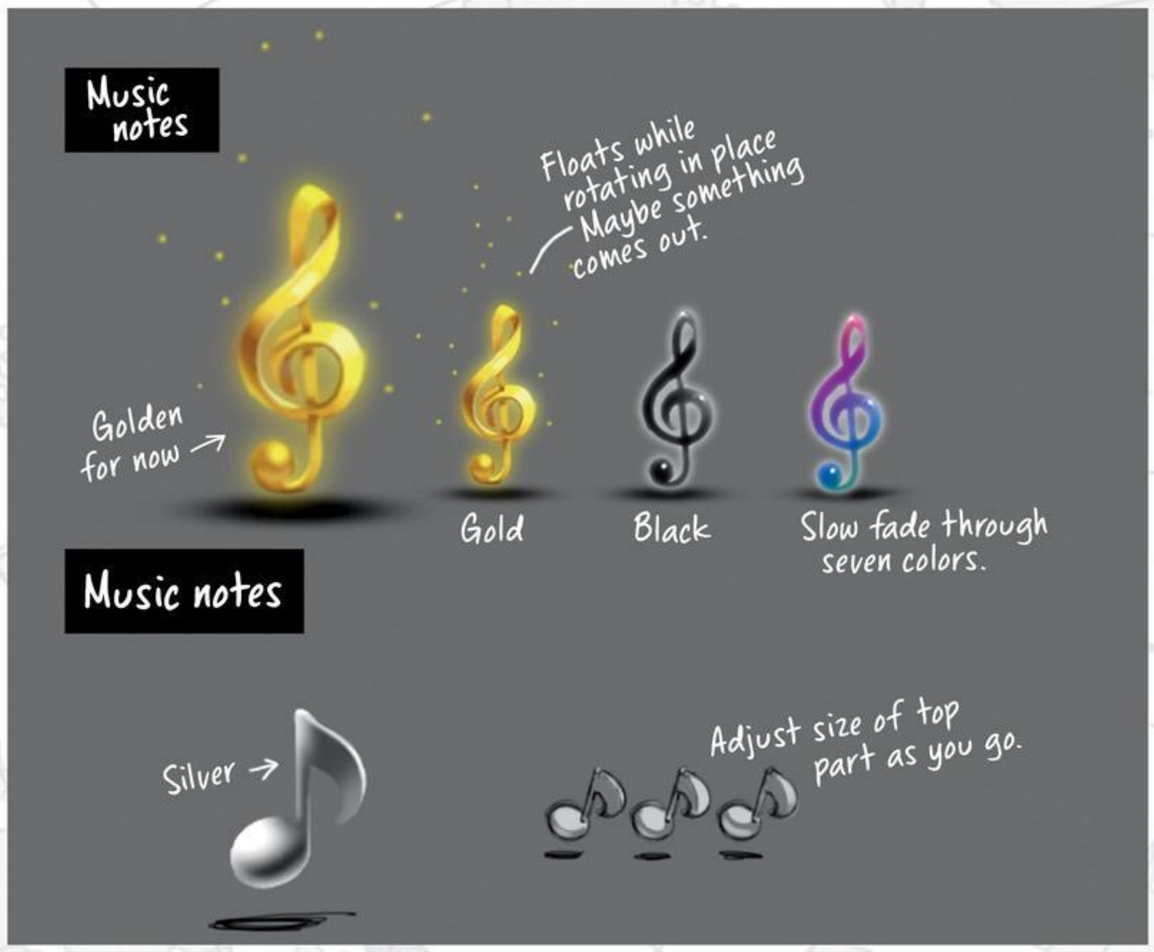
① Doesn't move at first
② Capture (shock!)
③ After releasing the Capture, it shudders as if shaking off debris.
. . . I think that would work.



Animation Proposal

Notes

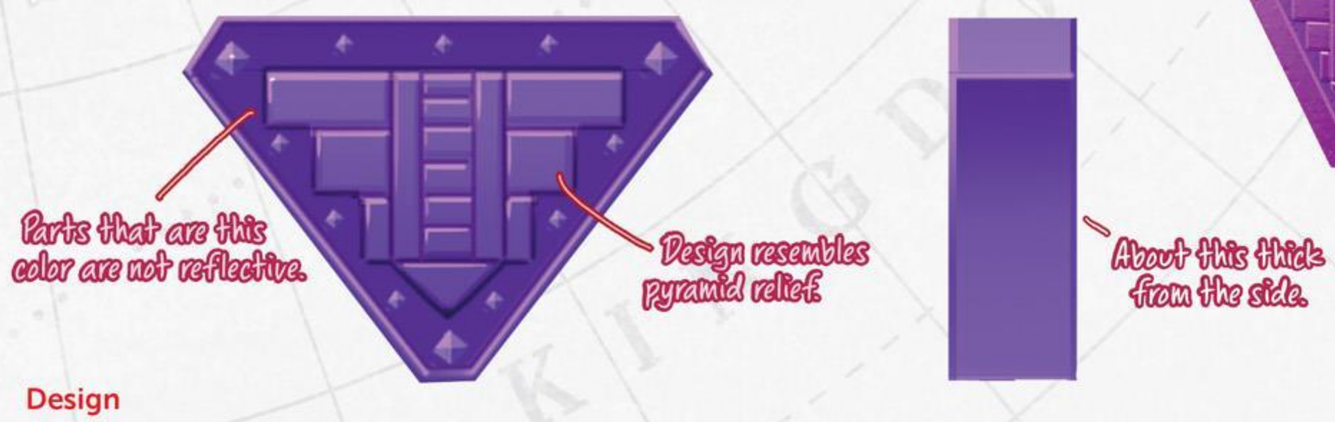
Touching one of these large notes causes a string of small notes to appear for a limited time.



Design

Regional Coins

Purple coins used only in their respective kingdoms. In Tostarena, they are pyramid-shaped.



Design

TIPS

A Cautious Look at Prickly Plants

Cacti of all sizes grow in the desert. Some of the tall cacti have round protrusions on top. These can be Captured, although all you can do is move them slightly.

The round cacti can't be Captured, but breaking them in sequence spawns a bunch of coins.

Mario takes damage if he touches a cactus, and thorns will stay stuck in his nose for a little while.

TRIVIA

Detective Mario's Buried Treasures

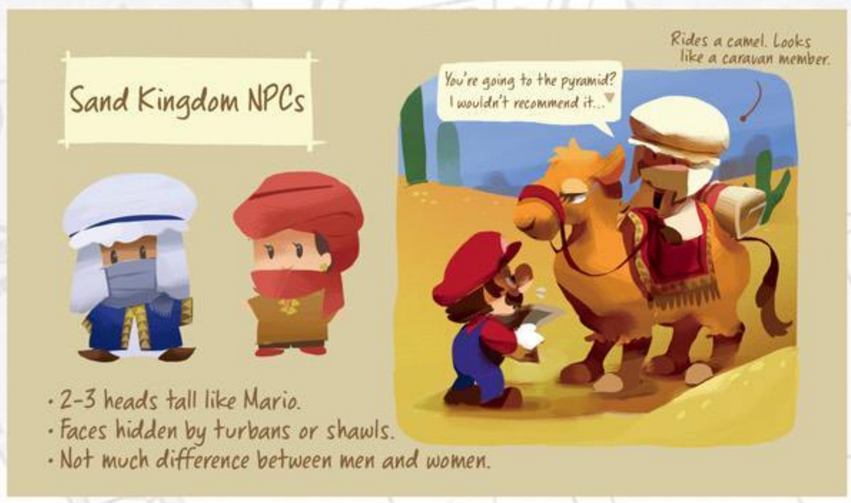
Standing in certain spots will cause Mario to gaze cautiously at his feet. This is a sign that there's something suspicious in the sand. Do a Ground Pound to unearth the mystery!

Mario looks at the ground, using his feet to gauge the earth beneath him. Your Joy-Cons should vibrate, too!

Tostarenans

The residents of Tostarena. These cheerful people always have maracas in hand.

Rough Sketches


Sand Kingdom NPCs
Rides a camel. Looks like a caravan member.
You're going to the pyramid? I wouldn't recommend it...
• 2-3 heads tall like Mario.
• Faces hidden by turbans or shawls.
• Not much difference between men and women.

Design

DESIGNER'S NOTE

The character designs in this game needed to be different between each kingdom. This concept art for the Tostarenans was drawn as a guide during a time when we lacked such model variety. We wanted them to look charming and friendly while evoking a distinctiveness in their appearance. These were the first local residents of any kingdom to have their designs finalized, so it took some extra work. But thanks to the efforts and collective ideas of the character designers, we ended up with particularly appealing characters.

Art Director Rikuto Yoshida

The Sand Kingdom is based on Mexican imagery, so the residents are also designed with these elements. Given their skull faces, we went all in to give them a cheerful nature that couldn't be mistaken for that of an enemy. Their bobble-head-like movement and tendancy to dance evoke the same pleasant atmosphere a room full of toys would provide. They appear in all sorts of colors, but with enough in common to make them seem like a single clan.

The lead designer had the idea to change the patterns of their eyes depending on their emotions. Still, almost all of them maintain the floral pattern, which speaks to their predominantly cheerful attitudes. They have limited space on their faces to draw these patterns, which made things difficult for us, but in the end we created characters the likes of which haven't appeared in a *Mario* game before.

Character Art Lead Sho Murata

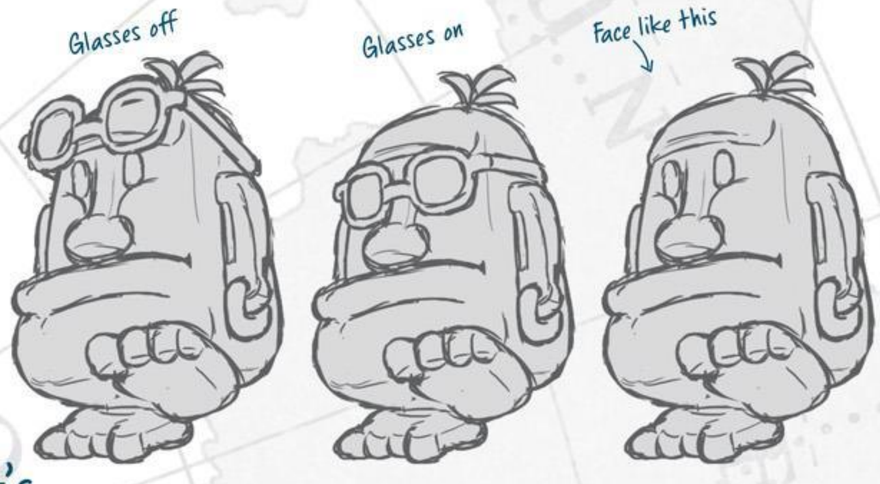
A polished stone statue with the moai elements (the current base) reduced a bit and given more unique characteristics.

Design

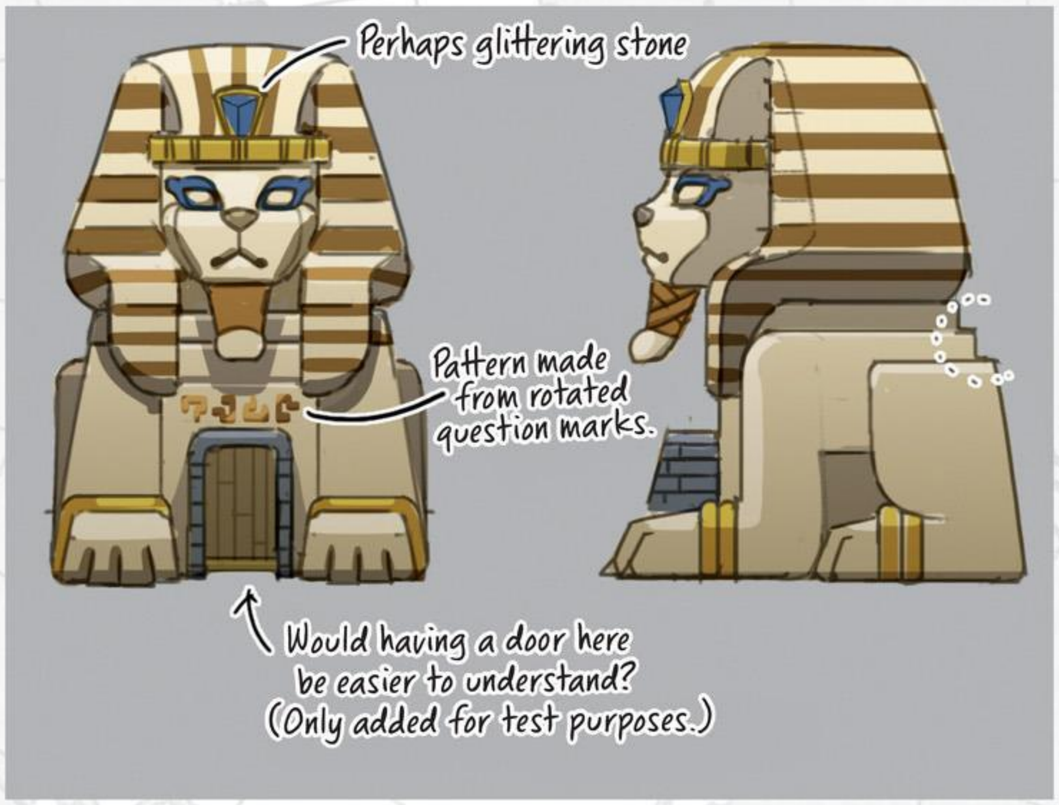
I want it to look like it's come on vacation.

Moe-Eyes

Peculiar residents of the local ruins. Capture one to peer through its sunglasses, which reveal invisible footpaths.



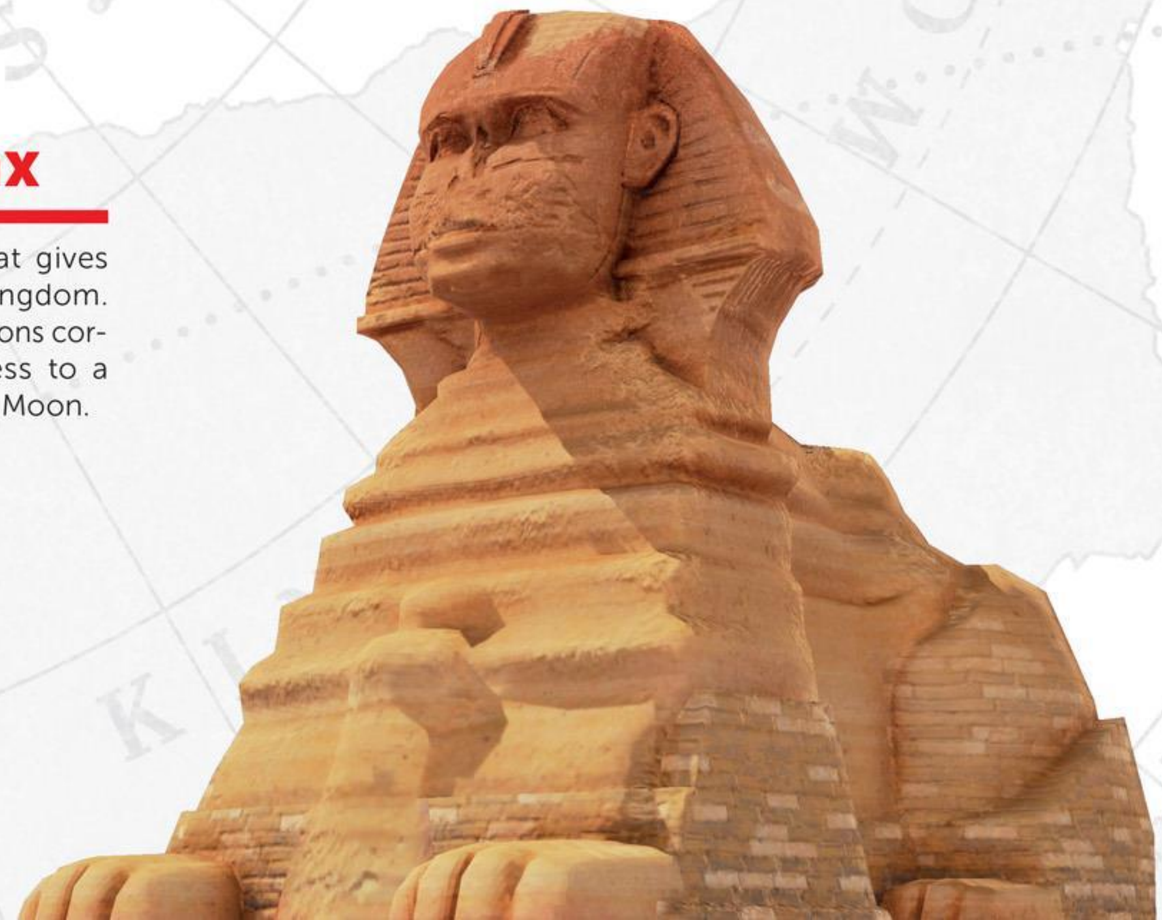
Design


Perhaps glittering stone
Pattern made from rotated question marks.
Would having a door here be easier to understand? (Only added for test purposes.)

Design

Sphynx

A stone statue that gives quizzes in every kingdom. Answering its questions correctly grants access to a room with a Power Moon.



TIPS

Mysterious and Meek Moe-Eyes

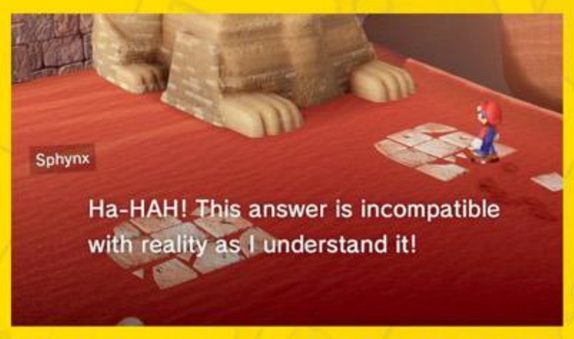
These stone-like people have inhabited the ruins since ancient times. They are timid by nature and will flee if they see Mario. Moe-Eyes are no threat, so treat them with care, all right? Capturing one allows you to see the invisible footpaths in the area.

Wearing the glasses of a Captured Moe-Eye prompts Mario to hum a merry tune.

TIPS

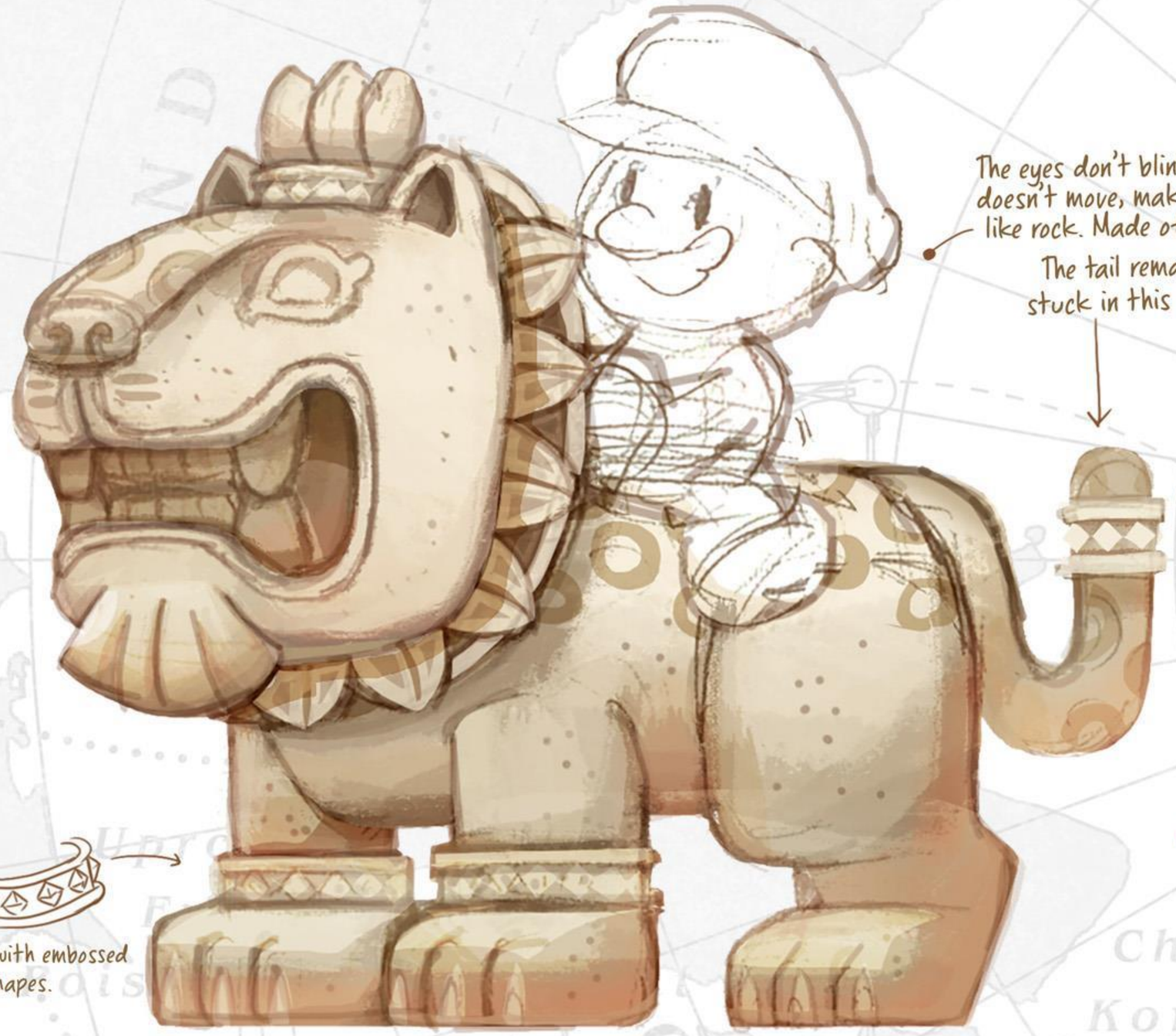
Answering Riddles on the Road

Talking to the Sphynx triggers a quiz. Answering its questions correctly reveals a room that contains treasure. Taking the quiz in every kingdom will let you answer its final question in Culmina Crater.



Its speech is usually dignified, but providing the wrong answer makes it slip into a ruder tone.

Design


The eyes don't blink and the mouth doesn't move, making it seem more like rock. Made of polished stone.
The tail remains stuck in this pose.
Jaguar spot pattern looks etched on.
Decoration with embossed rhomboid shapes.

Jaxi

A stone statue that dashes with reckless speed when Mario hops on its back. Pay thirty coins once, and you can ride these as much as you like.

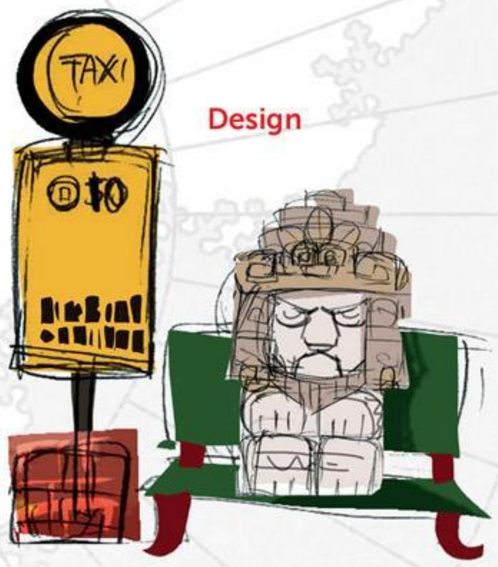
Front and Side View

Body faces to the side, and only the neck turns toward you.
Yo!
All done?
I'll come again for more coins!
Takes this pose in statue form. Placed within the ruins
I'm not that good at stopping, you know...

Rough Sketches

Design

Design



Design

Jaxi Stand

A spot you can call a Jaxi from. There are several of these stands throughout Tostarena.

Design

TIPS

A Quick Trip, a Jaxi Jaunt

The Jaxis run at full throttle when ridden, making them the best way to cross the burning desert. The enemies that only appear at night can't stand up to their fierce charge, and poison puddles are no match for their speed. There are even ruins you can only reach on Jaxi-back.

Jaxis are made of sturdy stuff. Obstacles are no problem, as this reliable steed charges through everything with ease.

They say the Jaxi has some "friends" near the Desert Oasis. He speaks of how things used to be in Tostarena.

TIPS

Lure of the Lakitu

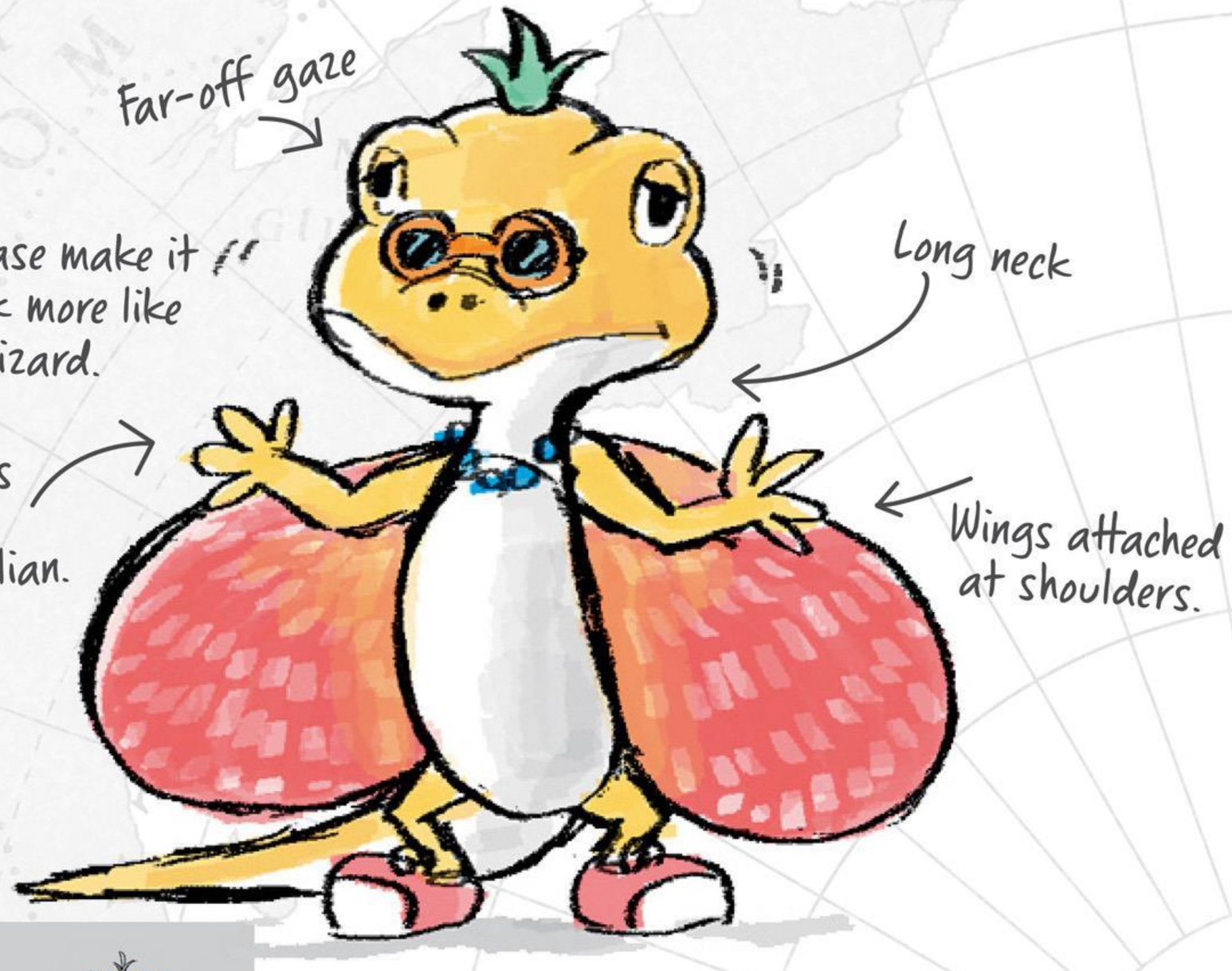
The Lakitu Mario first encounters at the Desert Oasis is passionate about fishing, braving extreme cold and poison swamps in the pursuit of his pastime. Capturing him lets Mario live the Lakitu dream and fish in his stead. Aiming for a sizable silhouette in the water can net you a Power Moon.

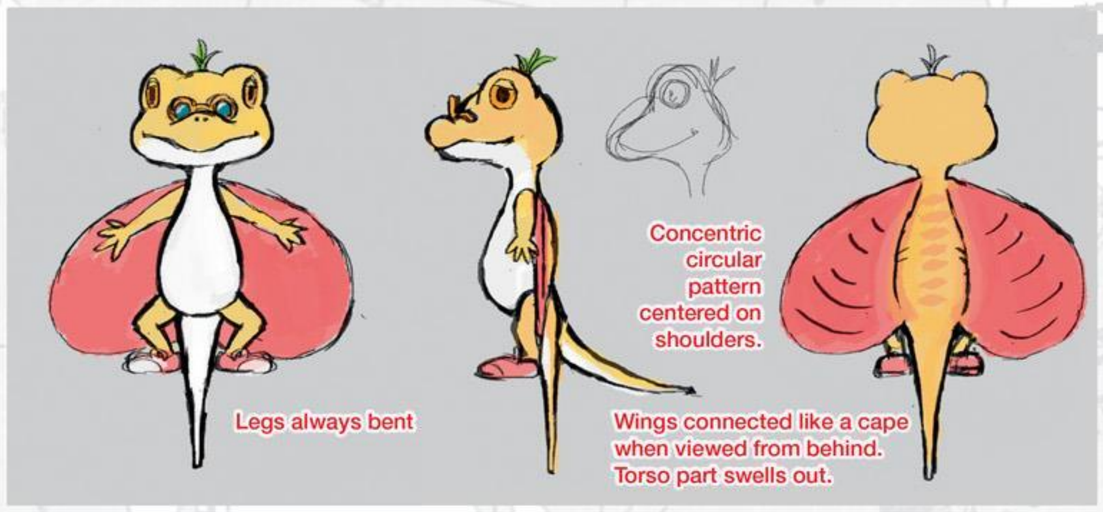
Cast the lure toward silhouettes in the water to catch a Cheep Cheep. Accuracy is key!

Cheep Cheeps aren't the only thing you can reel in—certain kingdoms have rare creatures to tackle.

Glydon

This creature travels the world in search of tall places to glide from. It's easy to Capture.




Legs always bent
Concentric circular pattern centered on shoulders.
Wings connected like a cape when viewed from behind. Torso part swells out.

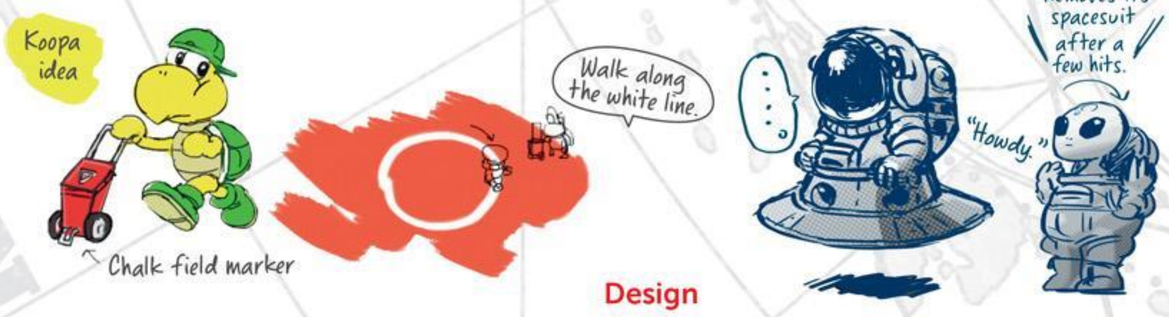
Character Turnaround

Hunched over and ingratiating
It has bad height perception, so it tends to go to tall places despite its fear of heights.
Each time it says,
Oh no... I can't get down.
• Adores big cities, but has never been to one before...
Design is under consideration.

Design

Koopa (Trace-Walking)

Try walking along the route designated by this Koopa Troopa. Accurate pathfinders will get a reward.

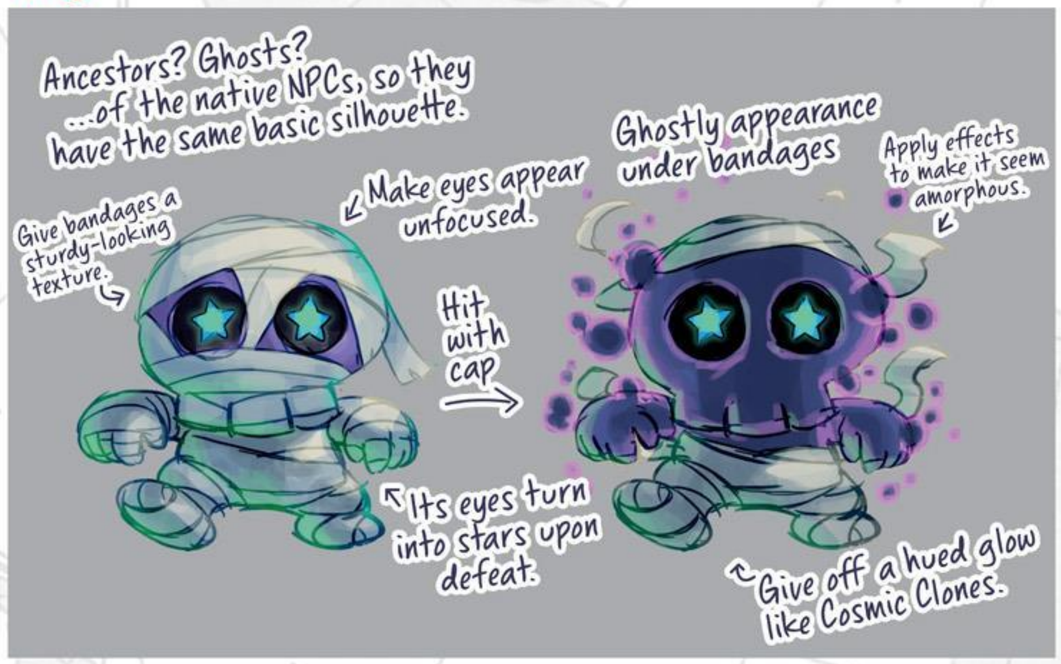


Design

Chinchos

These creatures burst forth from the sand at night to chase Mario. Any glowing Chinchos hold a Power Moon.

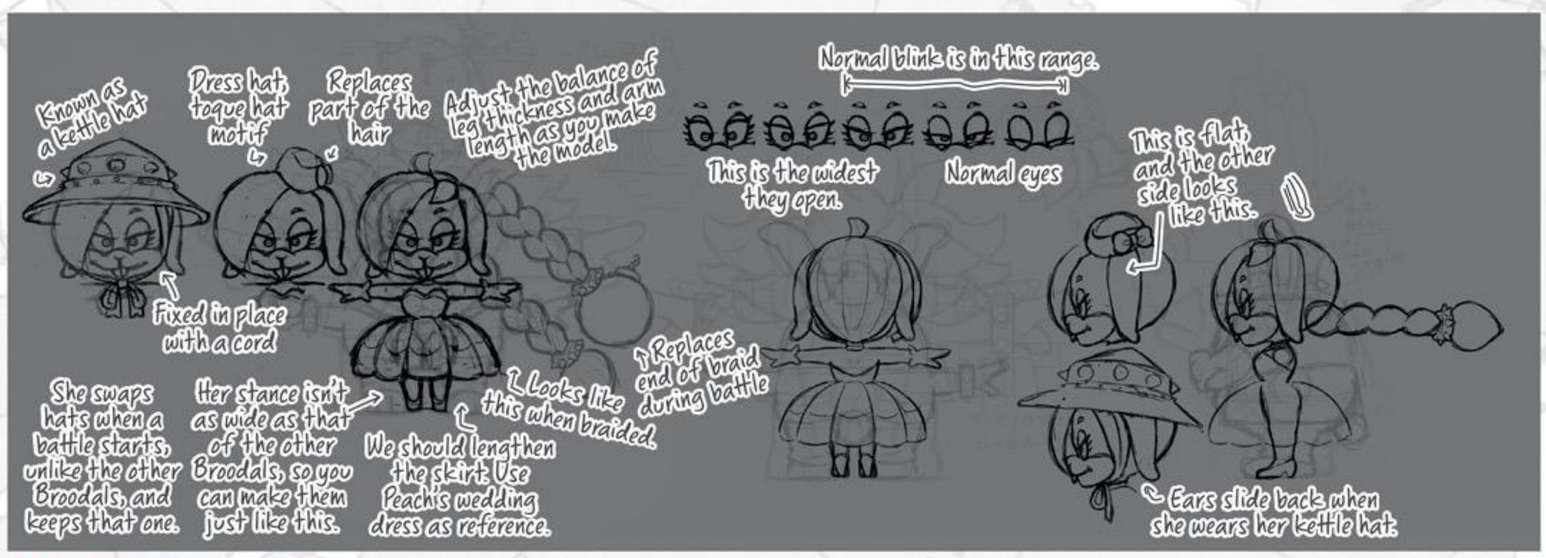
Design


Ancestors? Ghosts? ...of the native NPCs, so they have the same basic silhouette.
Give bandages a sturdy-looking texture.
Make eyes appear unfocused.
Hit with cap
Its eyes turn into stars upon defeat.
Ghostly appearance under bandages
Apply effects to make it seem amorphous.
Give off a hued glow like Cosmic Clones.

Broodals
Hariet

The sole female member of the Broodals. Her habit of hurling explosives with a shrill giggle reveals her mischievous nature.

Rough Sketches


Known as a kettle hat
Dress hat, toque hat motif
Replaces part of the hair
Adjust the balance of leg thickness and arm length as you make the model.
Normal blink is in this range.
This is the widest they open.
Normal eyes
This is flat, and the other side looks like this.
Fixed in place with a cord
Replaces end of braid during battle
Looks like this when braided.
She swaps hats when a battle starts, unlike the other Broodals, and keeps that one.
Her stance isn't as wide as that of the other Broodals, so you can make them just like this.
We should lengthen the skirt. Use Peach's wedding dress as reference.
Ears slide back when she wears her kettle hat.

Character Turnaround

DESIGNER'S NOTE

Hariet is a dangerous foe that chucks bombs, so she was designed to be equal parts cute and crazy. The sound lead asked for her giggle to seem a bit "off." She's like the secret leader of the Broodals: one who never does the heavy lifting. Unlike the other members who strive to actually fight Mario, Hariet tries to play with the plumber instead. While she normally wears a toque hat that suits her dress, she switches to a type of helmet called a kettle hat before battle. This was done to emphasize the gameplay; you can't knock off her hat without using her bombs.

In order to maintain her cuteness, she's the only Broodal without heavy rings around her eyes. She has many dramatic qualities that made her a joy to design.

Character Art Lead Sho Murata

TIPS

Koopa Contests across the Kingdoms

Koopas appear in every kingdom and challenge Mario to compete in minigames. Follow the red Koopa's path or run faster than the green Koopas to become the victor. Either game tests the mettle of Mario's legs, so only those confident in their control need apply.

The Koopa Trace-Walking minigame awaits in three other locations besides Tostarena.

You can take on the Koopa Freerunning races even after you've beaten them. Vie for first against four other competitors.

STORY

Hariet's Harrowing High Jinks

After Bowser absconds with the Binding Band, Mario finds the Broodal Hariet waiting for him at the top of the Inverted Pyramid. She may look cute, but she tends to fly off the handle when enraged. Once she's been defeated, our heroes experience the Tostarena nightlife as the pyramid floats up into the sky. A massive hole remains where it once stood.

The bombs Hariet tosses are handmade. She also made her hat herself.

Her signature braid becomes pigtails in the rematch at Bowser's Castle. This doubles her explosive barrage.

Goombas

Foes that chase Mario down when they spot him. Capturing one allows Mario to walk across ice without slipping.

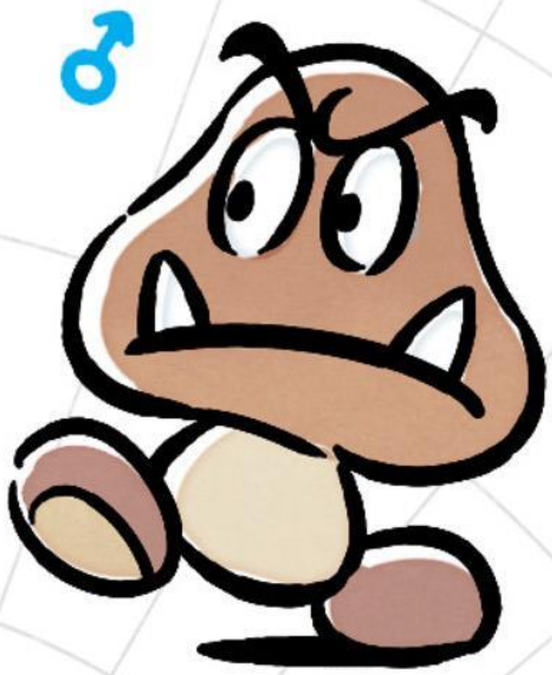
Hat Designs

① Jump on top of another Goomba.

② When riding another Goomba, you can control it in a combined state.

Captured Goomba Rough Sketches

Hat Designs



Design

They have eyebrows, so maybe they can have hair too?
Enemy-like presentation. Bad-guy face, fangs, etc., might not be needed if she doesn't attack.
Feminine hip shape? (ha ha!)

DESIGNER'S NOTE

Seeing Goombas appear in each kingdom wearing local hats gives the impression that Bowser's minions are on the move. These hats come in many shapes, so we fine-tuned them with respect to the Goomba form to prevent any player confusion. We had to make sure none seemed hard to jump on or likely to cause damage.

The hardest part was designing each hat so no single one was more distinct than the others. We had plenty of trouble, but placing these garments on the Goombas served to connect each kingdom under the keyword *hat*.

Character Art Lead Sho Murata

Hat Designs

Goombette

This Goomba maiden flees when Mario draws near. Approaching her as a Captured Goomba is a different story, however.

TIPS

Avant-Garde Goomba Garments

These minions attack Mario at every turn to impede his progress. They appear in a variety of kingdoms, and the hats they wear in each area demonstrate their incredible fashion sense. Sure, they all look the same when their hats fall off, but still . . . At any rate, Capture them to use them as you see fit!

Sand

Lake

Wooded

Metro

Snow

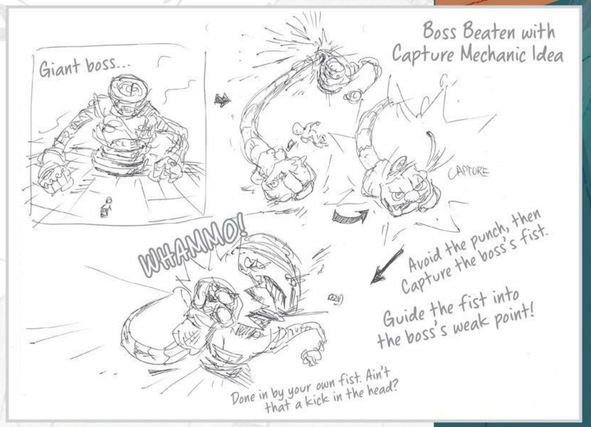
Seaside

Luncheon

Bowser

Goombas wear hats to match the kingdoms they're in. Still, they all act the same wherever they're found.

Use Captured Goombas to get eye to eye with Goombette. Curry her favor to get a token of her affection.


Giant boss...
Boss Beaten with Capture Mechanic Idea
CAPTURE
WHAM!!
Avoid the punch, then Capture the boss's fist.
Guide the fist into the boss's weak point!
Done in by your own fist. Ain't that a kick in the head?

Battle Flow Proposal

Knucklotec

Mario fights this boss in the Underground Temple. Its head and hands operate separately, and the latter can be Captured to counterattack.

Rough Sketch

DESIGNER'S NOTE

We were conscious of the need to give this boss a local panache, since it's in the first kingdom the *Odyssey* visits. This is an original design incorporating aspects from civilizations seen in places like Mexico. We wanted players to feel like they'd stumbled into an unknown land upon meeting this character, so we tried straying slightly from typical *Mario* design philosophy. Attention to detail and textures helped breathe life into Knucklotec.

Such lively characters were part of the fun of the original *Super Mario*, so in a sense this design could be considered a return to its roots. This was the first boss created for the game. Even now, certain aspects of his design seem slapdash to me, and I recall needing quite a bit of time to nail it down. He became the benchmark for subsequent boss designs, so I'm glad we found our answer in the end.

Character Art Lead Sho Murata

STORY

The Grumpy God of Tostarena

Entering the hole under the Inverted Pyramid grants entry to the Underground Temple. Knucklotec, who lurks in the inner depths, mistakes Mario and Cappy for thieves and attacks them! It turns out that the Binding Band kept in the temple belongs to the irritable idol.

Knucklotec's head is stuck in the ceiling, exposed to the world above. He is the source of Tostarena's recent freeze.

His fists will falter when they smash down on the ice, giving Mario a chance to Capture them and punch him in his consecrated kisser.

NOTES

Traces of Faith for the Noble Knucklotec

Knucklotec's visage is etched into the walls and blocks of the Tostarena Ruins. This clearly represents the devotion given to him.

A block engraved with Knucklotec's face. You should feel a little bad for breaking it . . .

Lake Kingdom

Lake Lamode

DESIGNER'S NOTE

Compared to the previous kingdom, the gorgeous Lake Kingdom requires fewer Power Moons to progress. This gives players a feeling of accomplishment in a short time, important to setting the game's tempo. This area was actually considered for the Seaside Kingdom, but was cut out and reconstructed to make this kingdom.

This is the player's first real chance to swim in the game. The three-dimensional, underwater gameplay is an engaging part of this kingdom, as is the Capture action that lets Mario swim freely as a Cheep Cheep.

Director Kenta Motokura

WORLD DATA

Population:	Middling	Currency:	Scale shaped
Size:	Limited	Industry:	Clothing, design
Locals:	Lochladies	Temperature:	Average 79°F

A fashionable kingdom surrounded by walls of rock reminiscent of drapery. The domed Water Plaza sits on the lakebed, where the local Lochladies follow their fashionista pursuits.

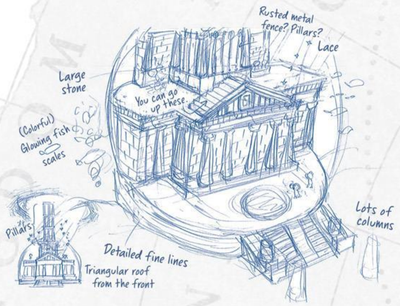
Power Moons 44

Regional Coins 50

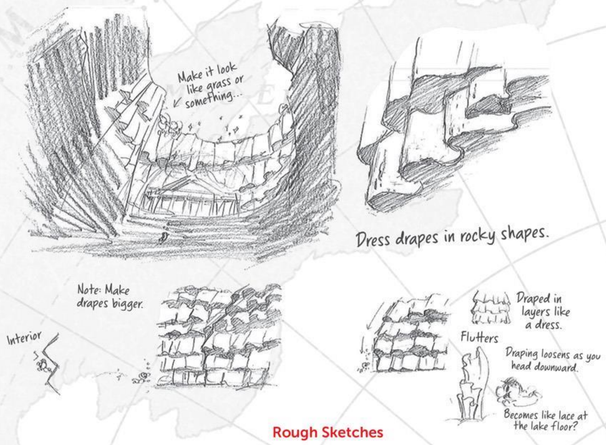
Maps

Concept Art

These rough sketches were drawn up once this kingdom was conceptualized. Elements befitting a fashion-forward kingdom can be seen throughout.



Rough Sketches


Make it look like grass or something...
Dress drapes in rocky shapes.
Note: Make drapes bigger.
Interior
Draped in layers like a dress.
Flutters
Draping loosens as you head downward.
Becomes like lace at the lake floor?

Rough Sketches

Preliminary Design

Design Concept

Lake Kingdom
Design Concept
Element Addendum
. Design like being tangled in a dress.
. Like a kingdom sunk into the ocean. Broken columns, etc.
. Overall hues are unified for an underwater feel, with elements like fish adding splashes of color.
Lace of Light
Golden rays cutting into the lake look like lace.
Grecian Architecture
• Main parts are Grecian buildings, with the parts built on columns rising above the water.
• Drape columns.
• Broken, dilapidated.
Draped Walls
• Dress-shaped rocks. Rock texture.
Note: Make sure players don't get stuck on them while swimming.
Glass
Adding colors to make it look like a jumbo marble might be nice.
Air bubbling out from interior
Break parts here and there to give it the feeling of ruins.
Gravel
The sand in other worlds is finer. Make this sand + rough gravel.

DESIGNER'S NOTE

The Lake Kingdom is the submerged sanctuary of fashion. As the kingdom that produced Peach's wedding dress, Lake Lamode incorporates many motifs related to clothing. The curtain of light flowing across the lake floor resembles dress lace, and the land is dyed deeply in the colors of its calling. Even time seems to flow gently here, embracing the entire area in a graceful and relaxed atmosphere.

Blue tones are abundant, but shimmering cloth accents prevent the place from looking dull. Rainbow-colored reflections gleam faintly off of the water's surface and glass domes, and colorful fish swim through the water. Gentle pastel tones overlap in a whimsical design not seen in the previous kingdoms.

Art Director Rikuto Yoshida

We tried to incorporate as many details associated with attire as possible into the landscape. Grasslands of shimmering silk thread, thickets that look like scrunchies . . . our ideas were endless. The rock walls are made to resemble loosely layered drapery. We avoided excessive visual distortions, instead aiming for a natural look that could appear in reality.

Light cuts through the water like a glistening veil. We focused on volume and stacked layers of lace to portray rays of light. I'm especially fond of the pillar designs, which match the dress details quite nicely. The crumbled ruins create a hint of sorrow, adding an accent to a mostly cheerful world.

Field/Concept Artist Asami Inoue

STORY

Purveyor of the Underwater Plaza

The Water Plaza sits inside glass domes on the bed of the Lake Kingdom. These domes are filled with air, so tourists can rest easy. Lights on the water's surface flutter like veils, and small fish glimmer as they pass by, creating a lovely, whimsical scene. Still, this kingdom couldn't escape Bowser's evil clutches. The locals are distraught that the famed Lochlady Dress has been stolen!

The Lochladies grieve over the loss of the lake's acclaimed wedding dress. Even the stairs leading up to it were destroyed.

From a distance, beautiful veils seem to embrace the dome on the lake floor.

A water-fueled elevator lets Mario move to different levels of the Water Plaza.

TIPS

The Hidden Treasure of the Soaking Pool

The soaking pool in the lake courtyard was once used for dyeing cloth. Once the city moved to the lake bottom, it no longer served this purpose.

It is now used by anglers for a little R&R. A warp painting sits in the deepest part of the pool.

Preliminary Design

Pillar Design

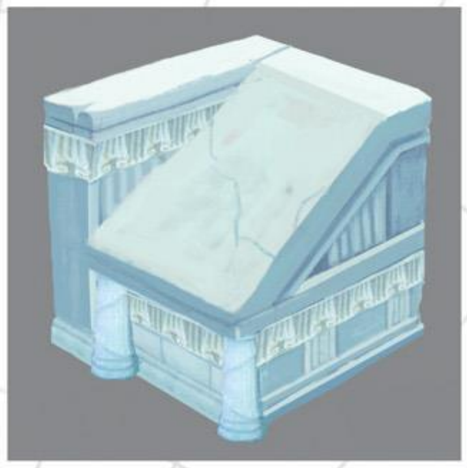
Only tips of the drapes glitter subtly.

Note: Shape should allow for wall jumps.

Lochlady Dress Design

Puzzle Parts

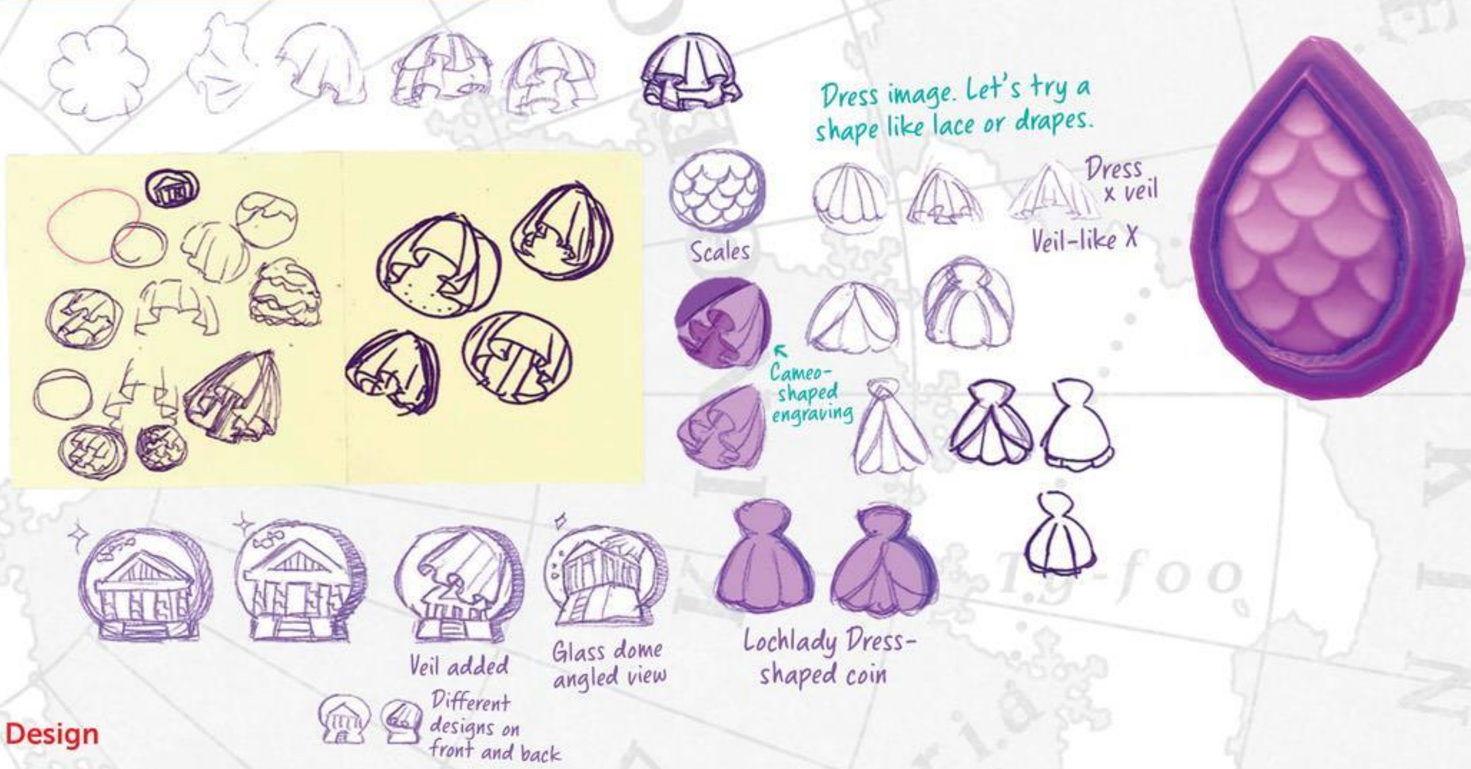
Part of a theater in disrepair. The Capture technique can be used to move leftover sections around, restoring it to its former glory.



Design

Regional Coins

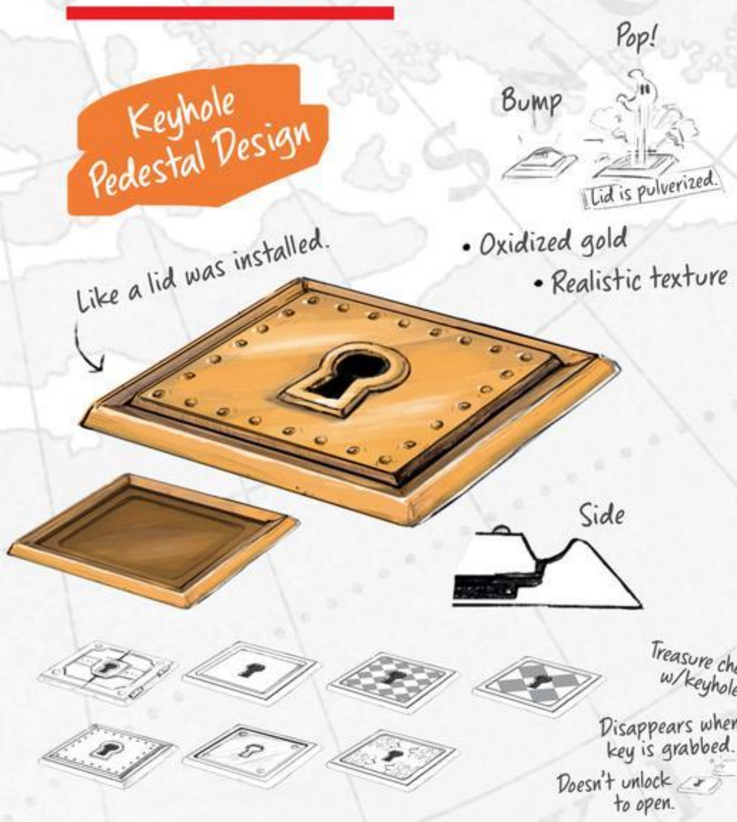
Purple coins used only in their respective kingdoms. In Lake Lamode, the coins are scale-shaped.



Design

Keyhole Pedestal

Using a key on this pedestal makes a Power Moon appear.



Design

Key

Take this to a Keyhole Pedestal to reveal a Power Moon.

Keyhole Pedestal Key Design
• Same material as keyhole pedestal
• Spins in the air
• The current model doesn't look like an object you can pick up (because it isn't).
Don't make edge stand up too much.
Looks like a bottle opener.

Design

NOTES

National Treasure of Lake Lamode

Of all the clothes designed by the Lochladies, the Lochlady Dress is by far the most luxurious garment. The dress shown in the shop window is of the highest quality, its excellence making it a national treasure. Those who wear the dress are said to find eternal happiness, making it a boon for aspiring brides.

Princess Peach can be seen in the stolen Lochlady Dress after the Nimbus Arena boss battle.

After the final boss, the dress returns to its rightful place. Put on Mario's swimming duds to take a closer look at the full ensemble.

TRIVIA

Gimmicks Befitting a Kingdom of Fashion

Zippers attached to walls and floors can be opened with the Capture mechanic. These help express a theme: to unite people through fashion.

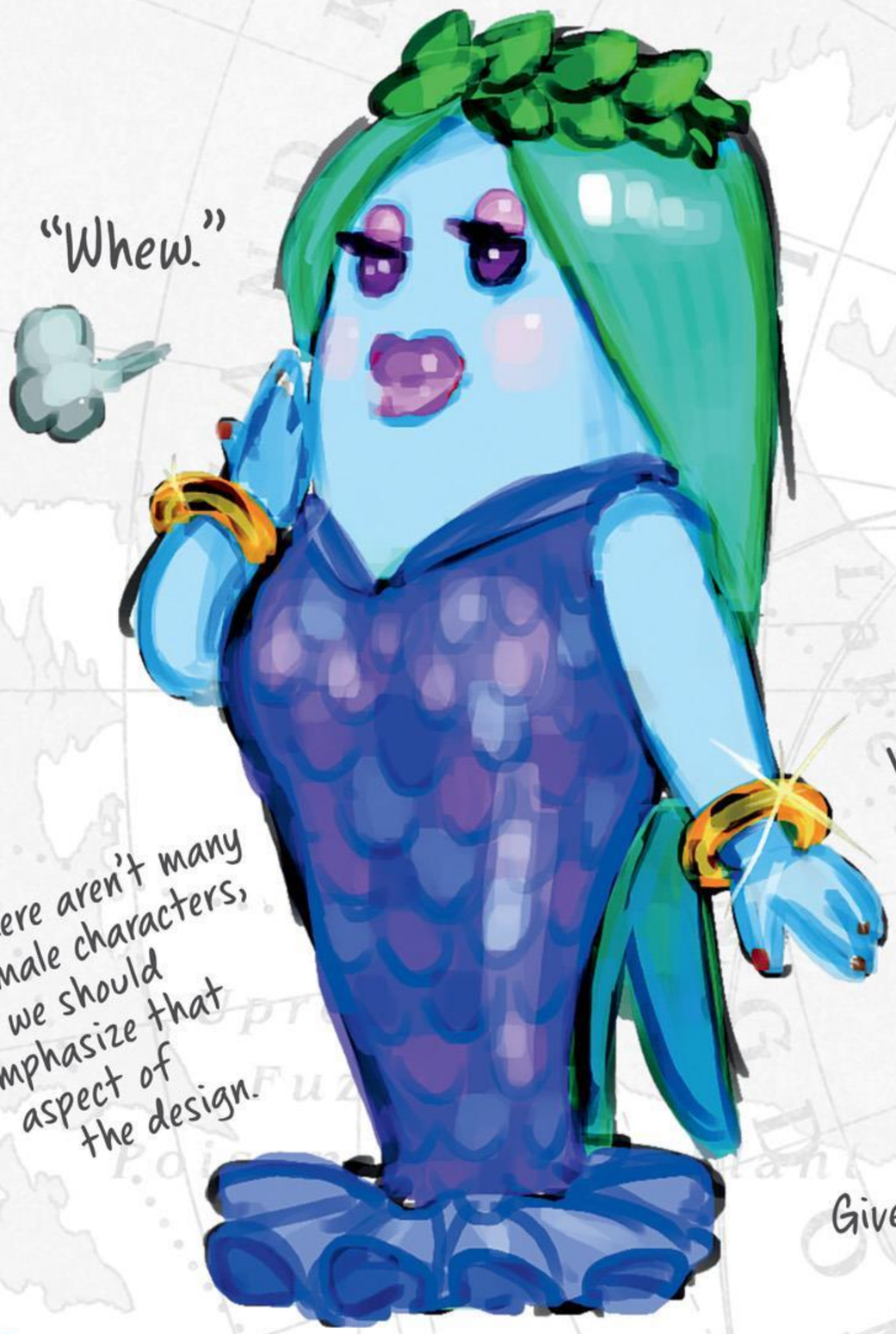
Capture the zipper clasp to move it along the teeth. What other kingdoms could have such a contraption?

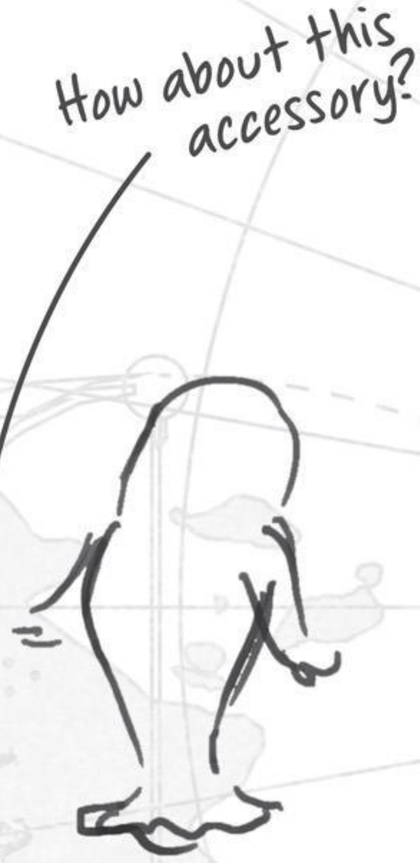
Opening the zipper will reveal a new road. Be sure to open one whenever you find it!

Lochladies

Residents of Lake Lamode. Gentle by nature, they produce the most exquisite fashions.

Rough Sketches





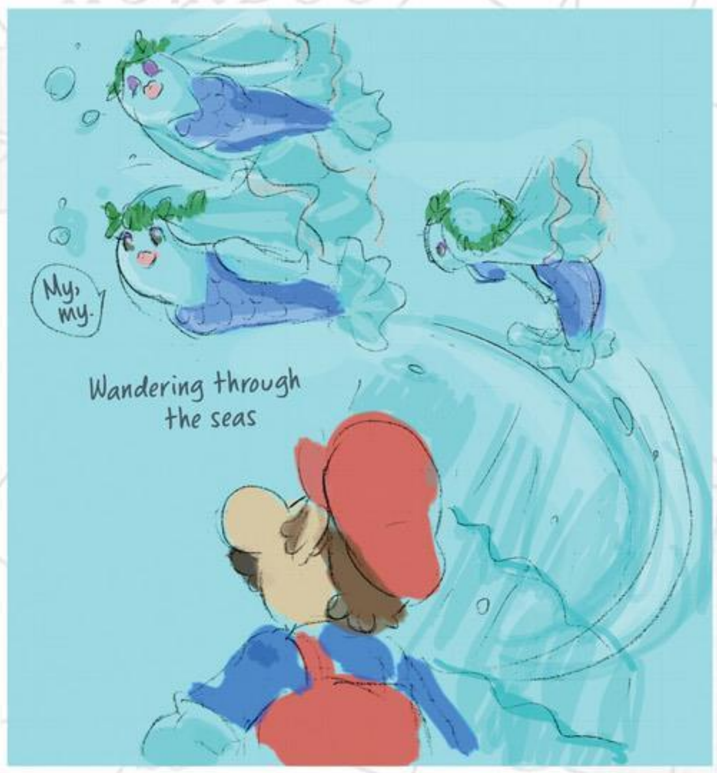
Design

DESIGNER'S NOTE

The Lake Kingdom is a place famous for the Lochlady Dress, so we tried to make all of its citizens very stylish with affectionate personalities. We considered designs based on freshwater fish and bubbles, but we ended up sticking with the original mermaid proposal—the one most easily understood and accepted.

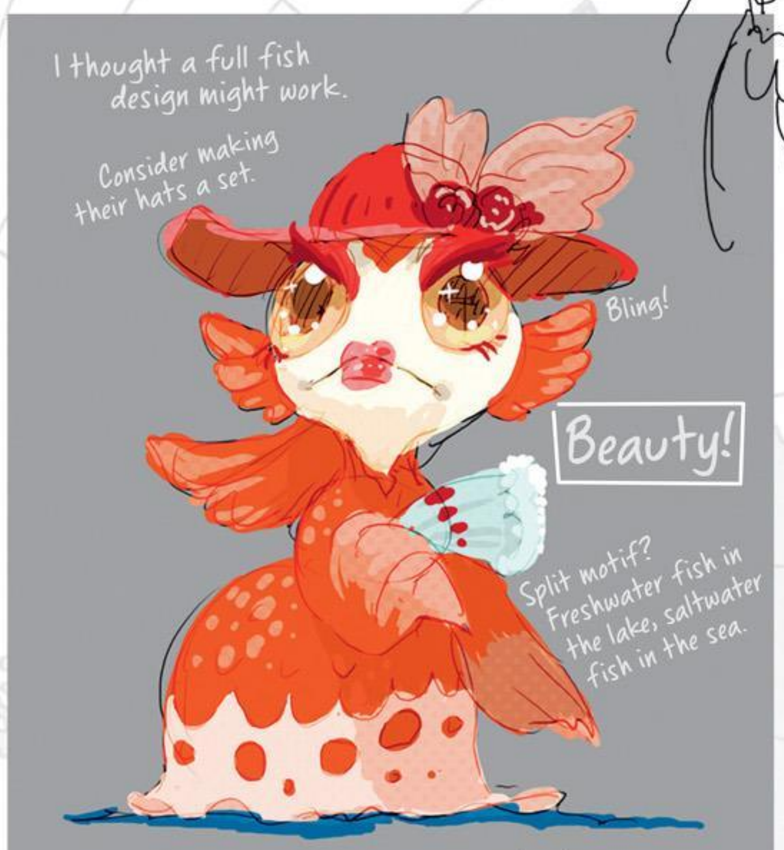
Their gorgeous scales sparkle like sequins; their hair hangs like veils. Their fins fan out like the hem of a dress, making them fitting residents for the kingdom of couture. Lake Lamode also contains elements of Grecian architecture, so we placed laurel wreaths atop their heads. In addition to their standing poses, we created animations for sitting by the lakeside and swimming, adding some much-needed grace to their forms.

Character Artist Akiko Hirono



Rough Sketch

Design


I thought a full fish design might work.
Consider making their hats a set.
Bling!
Beauty!
Split motif? Freshwater fish in the lake, saltwater fish in the sea.

The Lake Kingdom seems to be covered by a fishbowl, so it could be interesting to connect to that.

Like an eel, loach, or spotted garden eel.

NOTES

The Ever-Gentle Lochladies of Lamode

The calm words and gentle movements of the Lochladies are like the ebb and flow of Lake Lamode itself. Yet these people are resilient and maintain a positive outlook that doesn't falter under duress. This quality, beneficial for a kingdom full of fashion designers, led to the birth of the Lochlady Dress.

The Lochladies dwell in the water. Their subaquatic elegance is quite captivating, isn't it?

They can live underwater, and many of their kind inhabit the beautiful waters of other kingdoms, too. The image above shows Lochladies in the Steam Gardens.

NOTES

The Fashion-Focused Triplets

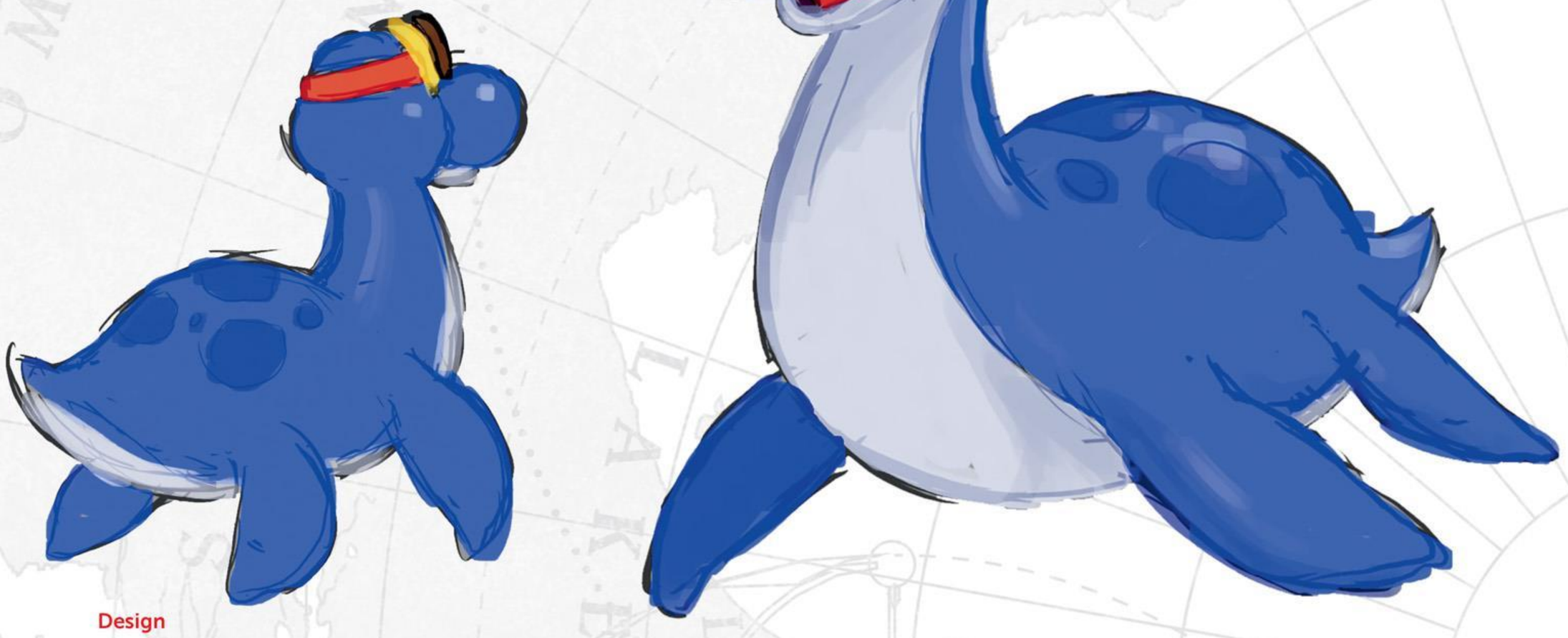
Of all the Lochladies, a trio of beret-sporting sisters are the most fascinated by fashion. They visit each kingdom in the game, observing local trends for their own edification.

The fashionable trio in the Water Plaza. From left to right are the youngest, the oldest, and the middle sisters.

They observe fashion not only in their native kingdom but in every other land as well.

Dorrie

A creature that lives underwater. Its kind also dwell in places outside of Lake Lamode, such as nearby Peach's Castle.



Design

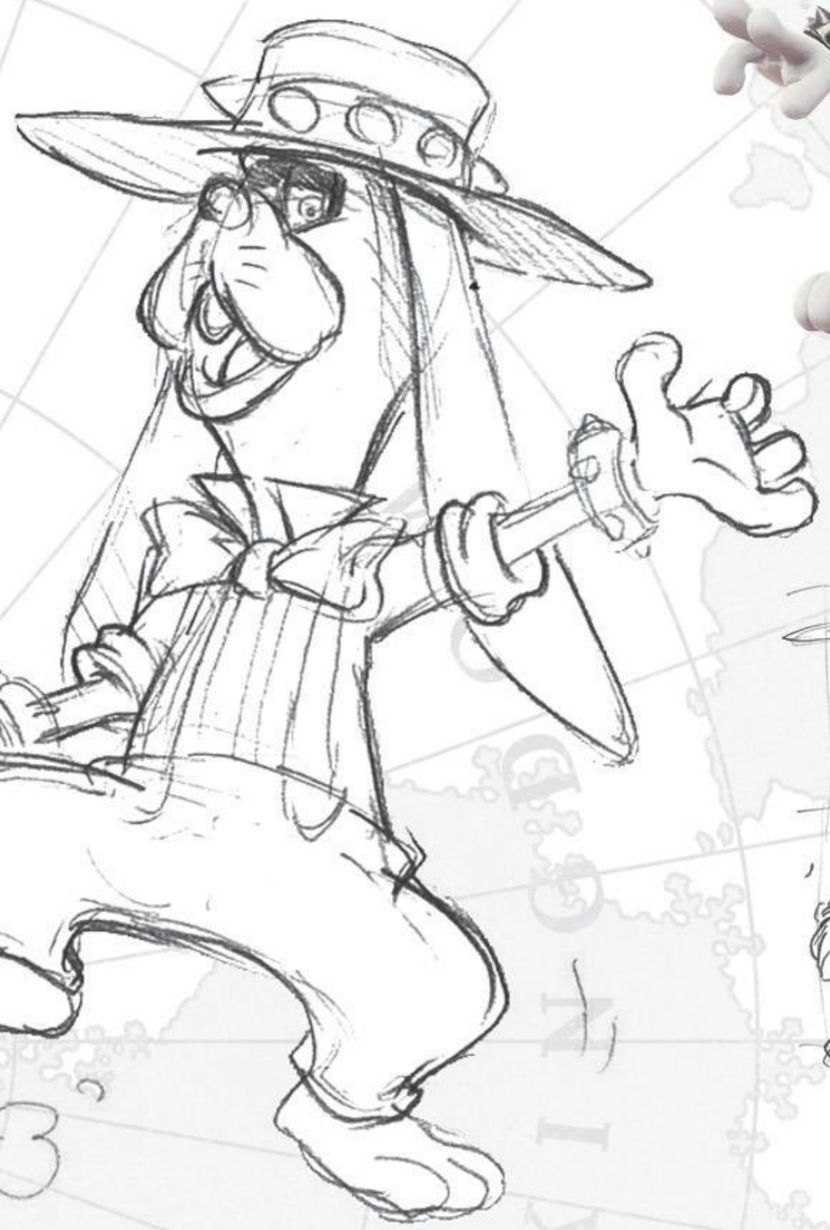
Komboo

A foe that appears en masse out of the ground. Each has its own height and coloration.

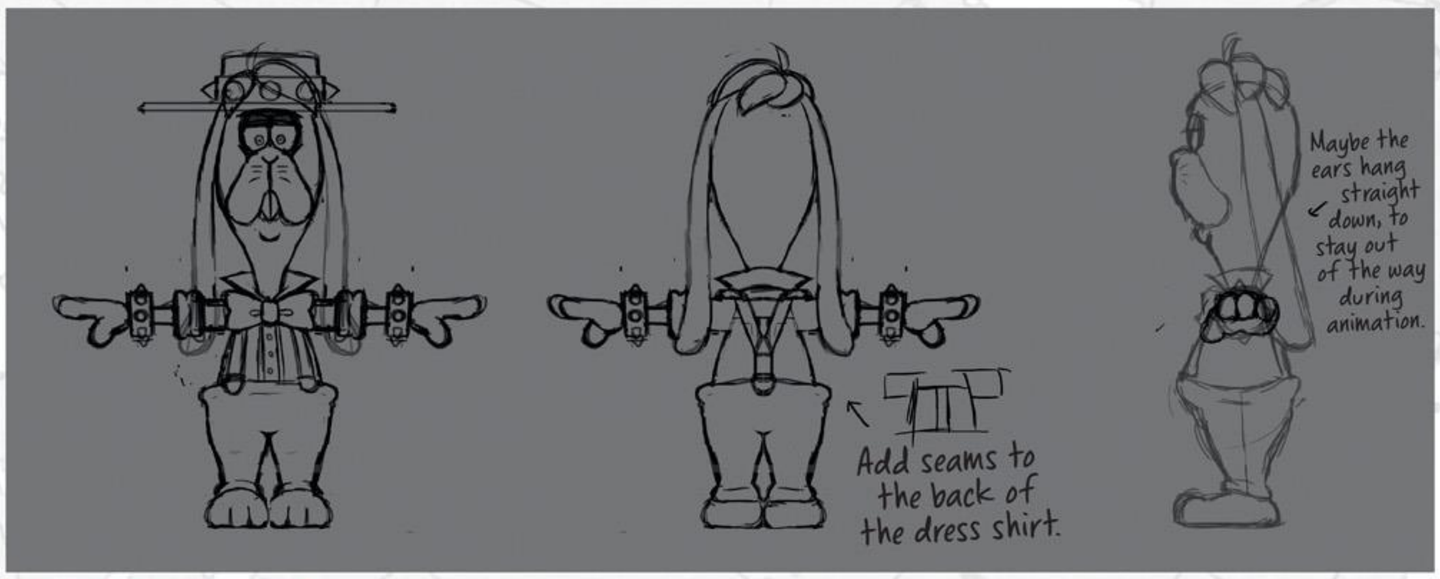
- Enemies that flourish en masse underwater
- Seaweed or kelp motif

Broodals
Rango

The tallest of the Broodal bunch. To attack, he throws his hat like a Frisbee.



Rough Sketches



Character Turnaround

DESIGNER'S NOTE

Rango was designed for a style of gameplay that takes advantage of his height, and we strove to make this aspect of his character stand out. His silhouette and adornments are all straight lines, and we added some "un-Mario" elements to his design without losing that sense of height. His hat acts as both a weapon and a trampoline, so we took great care when adjusting the length of the brim. His hands and head look bigger when he's open to attack, making him seem easier to stomp on. His floppy jumping provides a fun contrast to the linear nature of his design.

His design is a step apart from other characters, making him my favorite member of the Broodals.

Character Art Lead Sho Murata

TIPS

Dealing Wares by Dorrie-Back

This Dorrie is a friendly creature, beckoning passersby to swim around the lake with it. Dorries can be found in salt water or fresh water. The purple and yellow Bubblaine denizens sport shops on their backs.

Others can be found in Lake Lamode and close by Peach's Castle. Many find their silk hats adorable.

This Dorrie runs its own shop. Well, technically, the Bubblainian on its back does the deals.

STORY

Rowdy Rango and His Hat Tricks

Once again, Mario and Cappy let Bowser slip through their fingers. Not only that, but the highest roof of the Water Plaza holds an unpleasant surprise in the form of Rango. Despite his relaxed appearance, this Broodal is fastidious about his work. He is a master at handling hats and adept at hurling them as weapons. When Mario fights him again in Shiveria, he commands two hats at a time.

His hats are adorned with spikes and cutting blades, making them dangerous to touch.

Rango has a litany of hat tricks: straight throws, curved throws, even tossing twin toppers!

Wooded Kingdom

Steam Gardens

DESIGNER'S NOTE

The Wooded Kingdom, a land filled with green trees and red machinery, is just begging to be explored. We utilized vertical design to draw out the player's pioneer spirit; we did our best to leave footholds and corridors that formed naturally during production, using them for gameplay. We ended up with routes to Power Moons that'll make anyone nervous, giving players a paced, deliberate exploration experience.

Then there's the Deep Woods, which players can reach by taking an accidental plunge below. We placed a hostile T-Rex down there, forcing players to explore rather carefully. Enemies of note include the Uproot, which can be Captured for safe travel to higher areas, and the Torkdrift, an enemy design quite different from traditional *Mario* characters.

Director Kenta Motokura

WORLD DATA

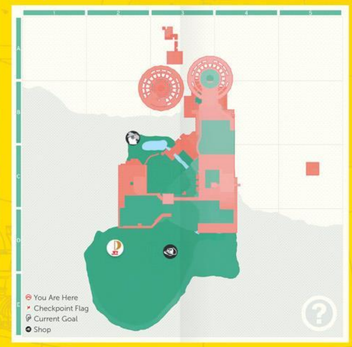
Population:	Automated	Currency:	Nut shaped
Size:	Deep, wide	Industry:	Rowers
Locals:	Steam Gardeners	Temperature:	Average 82°F

A kingdom where nature and machine coexist, with massive mechanisms towering next to overgrown greenery. A temperature-controlled glass dome houses robots that raise flowers atop a mountain of metal.

Power Moons 80

Regional Coins 100

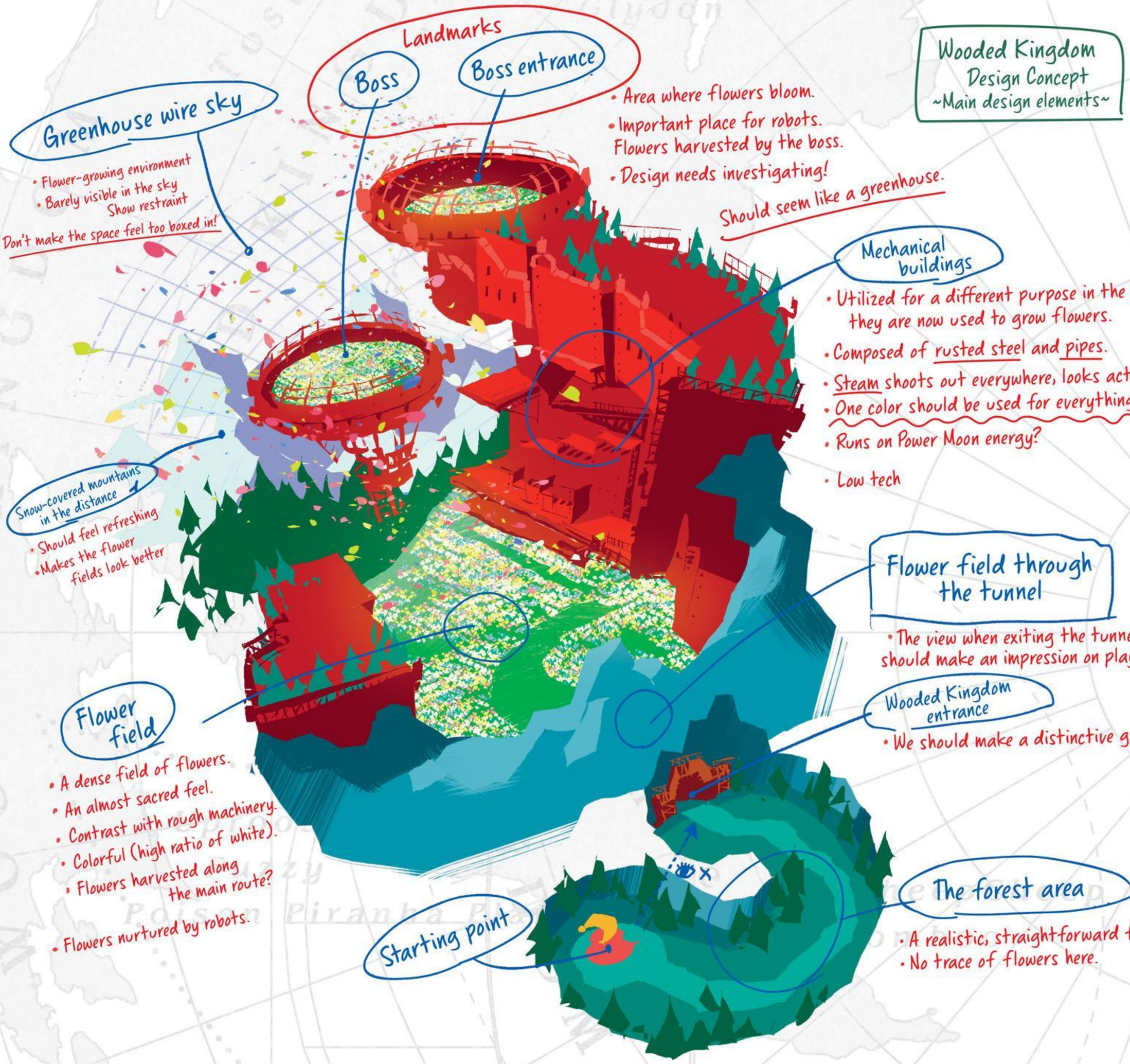
Maps

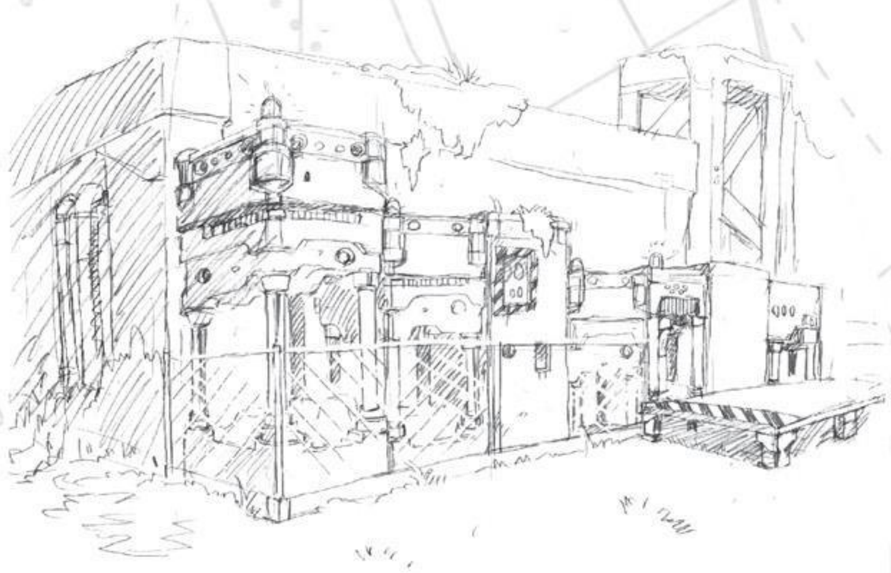


Concept Art

Rough sketches drawn up once the world was conceptualized.
This place contrasts nature with manmade objects.

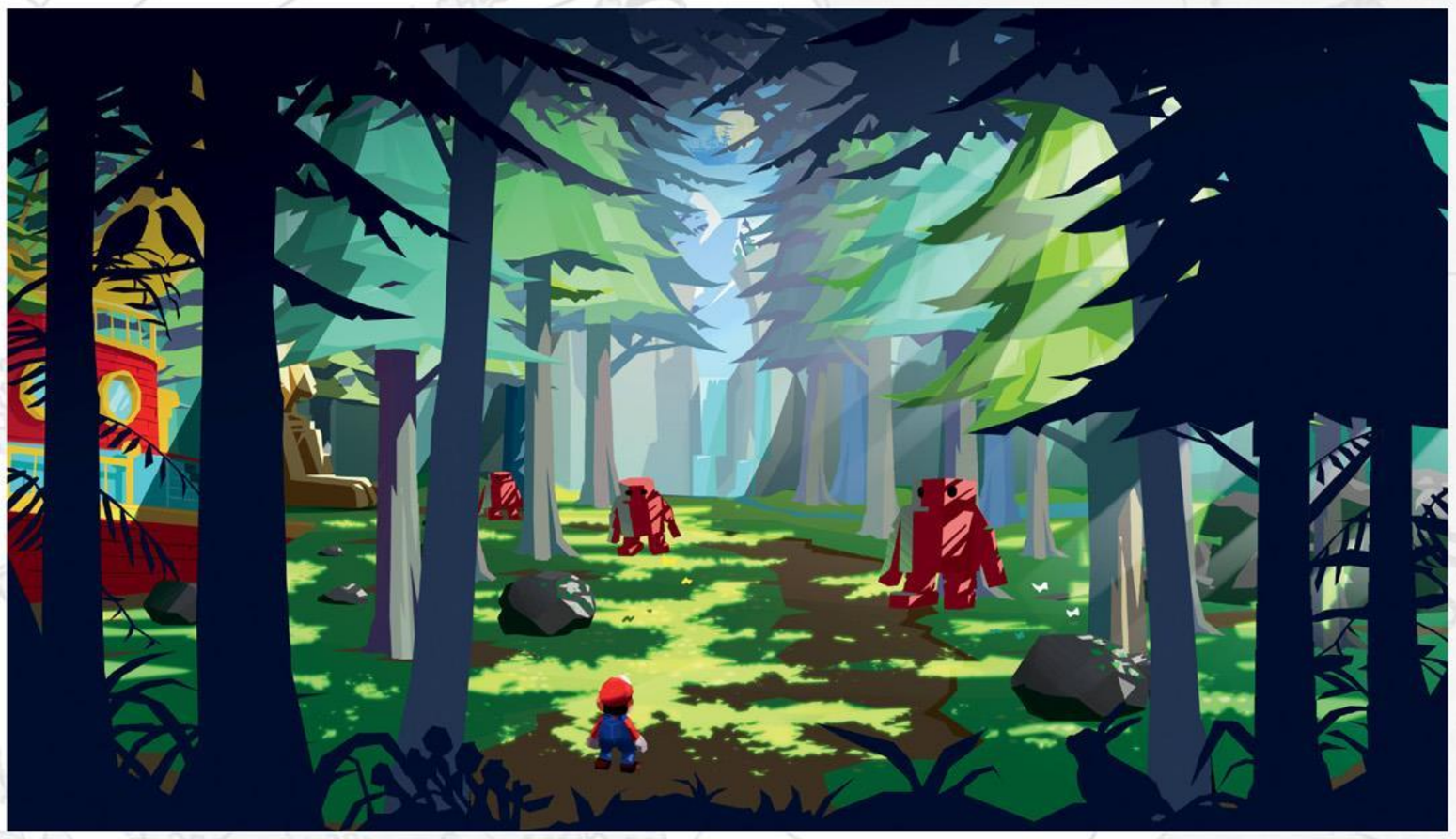
Design Concept


Wooded Kingdom
Design Concept
~Main design elements~
Landmarks
Boss
Boss entrance
Greenhouse wire sky
• Flower-growing environment
• Barely visible in the sky
Show restraint
Don't make the space feel too boxed in!
• Area where flowers bloom.
• Important place for robots.
Flowers harvested by the boss.
• Design needs investigating!
Should seem like a greenhouse.
Mechanical buildings
• Utilized for a different purpose in the past, they are now used to grow flowers.
• Composed of rusted steel and pipes.
• Steam shoots out everywhere, looks active.
• One color should be used for everything. Not gray.
• Runs on Power Moon energy?
• Low tech
Snow-covered mountains in the distance
• Should feel refreshing
• Makes the flower fields look better
Flower field through the tunnel
• The view when exiting the tunnel should make an impression on players.
Wooded Kingdom entrance
• We should make a distinctive gate.
Flower field
• A dense field of flowers.
• An almost sacred feel.
• Contrast with rough machinery.
• Colorful (high ratio of white).
• Flowers harvested along the main route?
• Flowers nurtured by robots.
Starting point
The forest area
• A realistic, straightforward forest.
• No trace of flowers here.



Rough Sketches

Preliminary Design



Preliminary Design

Preliminary Design

Preliminary Design

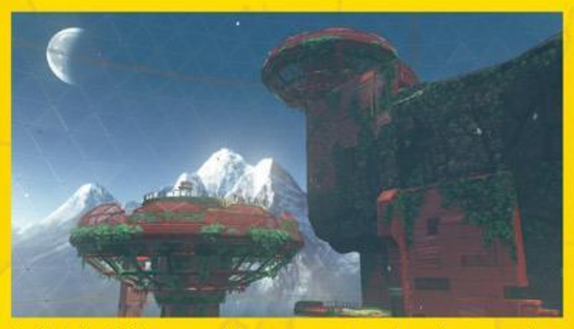
STORY

Monsters Descend on the Soirée Bouquet

In Steam Gardens, massive machines stand out against the encroaching forest. No one knows what exactly the machines were built for, but they have been remodeled by the Steam Gardeners to grow the local vegetation. The Soirée Bouquet is a precious arrangement that only this kingdom can produce. Many intruders seek these valuable blooms, including a certain King of the Koopas. The Soirée Bouquet is grown on two parts of the Iron Mountain; during the events of the game, both areas receive unwanted visitors.

Red and green, machine and nature. The contrast between the two is an integral aspect of this kingdom's scenery.

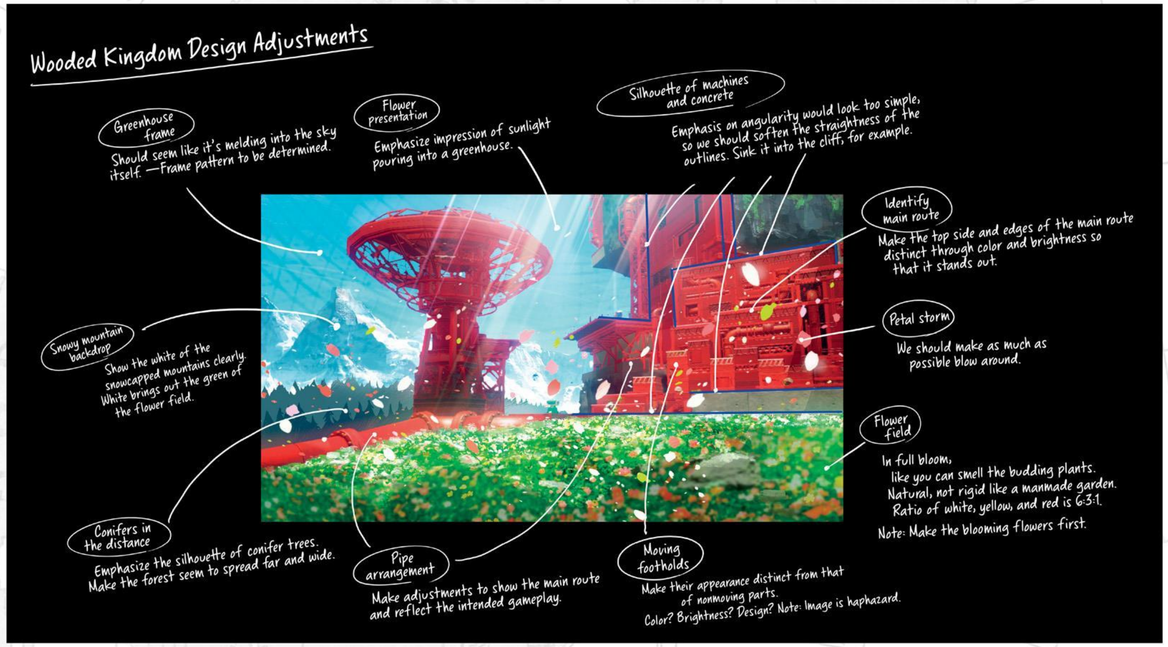
The machines continue to move through Steam Gardener maintenance. The area is known by another name: Iron Mountain.



A field of flowers blooms on a circular section of the Iron Mountain. The Soirée Bouquet grows in that area.

Moon-shaped blooms can be seen among the scattered flower petals.

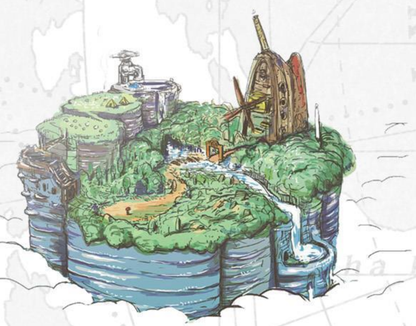
Nuts can be found all over the kingdom. Power Moons are nestled within.

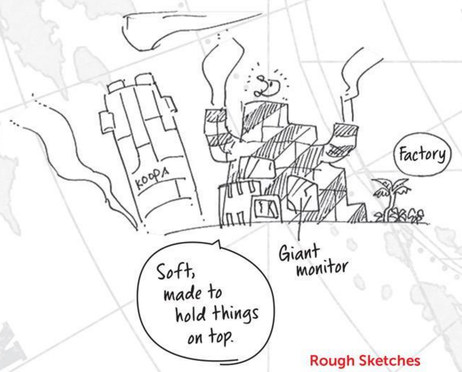

Wooded Kingdom Design Adjustments
Greenhouse frame
Should seem like it's melding into the sky itself. —Frame pattern to be determined.
Flower presentation
Emphasize impression of sunlight pouring into a greenhouse.
Silhouette of machines and concrete
Emphasis on angularity would look too simple, so we should soften the straightness of the outlines. Sink it into the cliff, for example.
Identify main route
Make the top side and edges of the main route distinct through color and brightness so that it stands out.
Snowy mountain backdrop
Show the white of the snowcapped mountains clearly. White brings out the green of the flower field.
Petal storm
We should make as much as possible blow around.
Flower field
In full bloom, like you can smell the budding plants. Natural, not rigid like a manmade garden. Ratio of white, yellow, and red is 6:3:1.
Note: Make the blooming flowers first.
Conifers in the distance
Emphasize the silhouette of conifer trees. Make the forest seem to spread far and wide.
Pipe arrangement
Make adjustments to show the main route and reflect the intended gameplay.
Moving footholds
Make their appearance distinct from that of nonmoving parts.
Color? Brightness? Design? Note: Image is haphazard.

Design

Rock + leaves
Metal ball
Mold carved scratches
Hollow, made of painted metal plates
Style forest boss like a plant bud . . . ?
Just an idea.
Bowser emblem on back
Shows that thrown-off parts do damage.
Wooded Kingdom metal scrap slapped together by Bowser's minions...
Make it seem empty and breakable.
Like cast iron and copper
Simple spike ball
Destroying it scatters flowers...
Same color as spinning targets
Wooded Kingdom Damage ball design ideas

Cannonball Designs





Rough Sketches

Cannon Design

DESIGNER'S NOTE

In this game, we were able to create a new environment that combined two very different elements: the organic vegetation and inorganic machinery seen in the Steam Gardens. We wanted to arrange the lush greenery, which had flourished over countless years, beside the order and dynamism of the machines that continue to move. Our design drew out the best in both. Unlike the cartoonish forests seen in previous titles, we went for a realistic look, one that provides a fresh contrast to Mario himself.

When considering the balance with other kingdoms, we established that a slightly colder area would sit to the north. Conifer trees and snowcapped mountains in the distance helped to strengthen that image. We began designing the area around the biggest feature: a flower garden in full bloom. From there, we made the necessary adjustments to suit the story progression. There's actually an area in the Metro Kingdom made of the same machines. Were they taken from this place? Or perhaps the area flourished because they were already there? Gets you thinking, doesn't it?

Art Director Rikuto Yoshida

TIPS

Fleet of Foot on the Flower Road

Pressing a P Switch causes the Flower Road to grow, providing a temporary path made of live vegetation. Such paths were once used as temporary scaffolding to construct the dome. These old roads will disappear over time, so make haste when using them.

Plants stretch into the open air, creating roads. Cross them before they vanish!

TIPS

Neck Deep in the Deep Woods

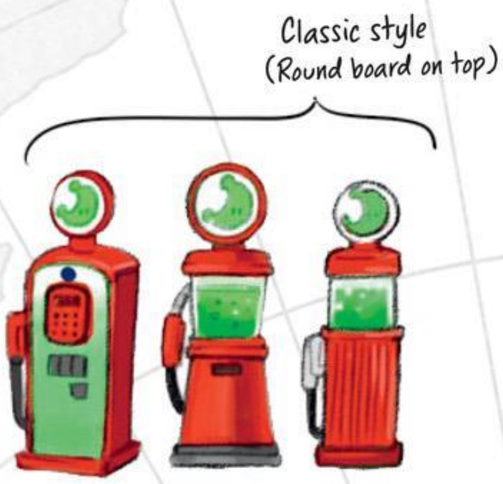
Falling from certain points on the map plunges Mario into a sea of trees on a hidden lower level. The Deep Woods are a dim and eerie place. Be wary of poor visibility when exploring the area. Take care that you don't stumble upon one of the great beasts that lurk in the dark . . .

A T-Rex prowls the depths. It looks for prey, so anything it spots is in serious danger.

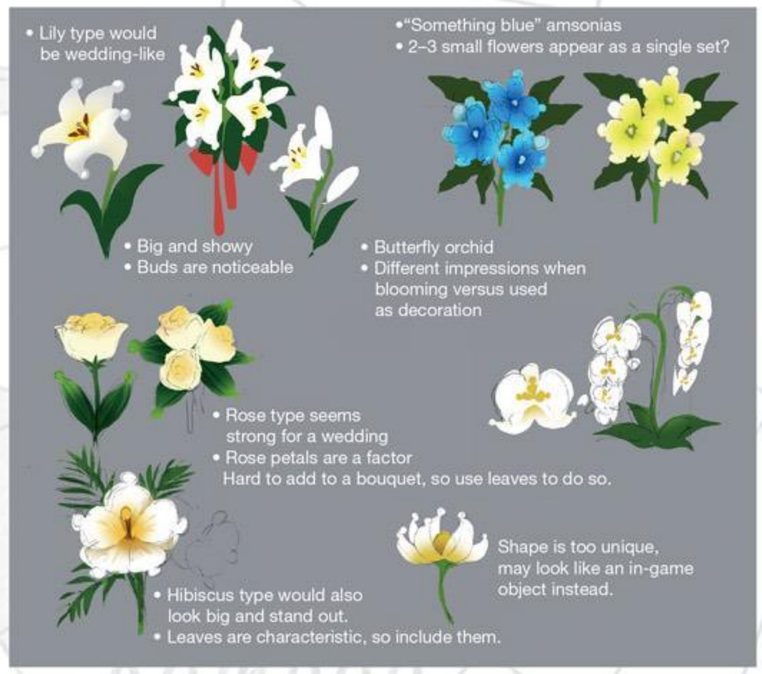
This mysterious sprout can only be found in the Deep Woods. It only grows when a Coin Coffer shoots coins at it.

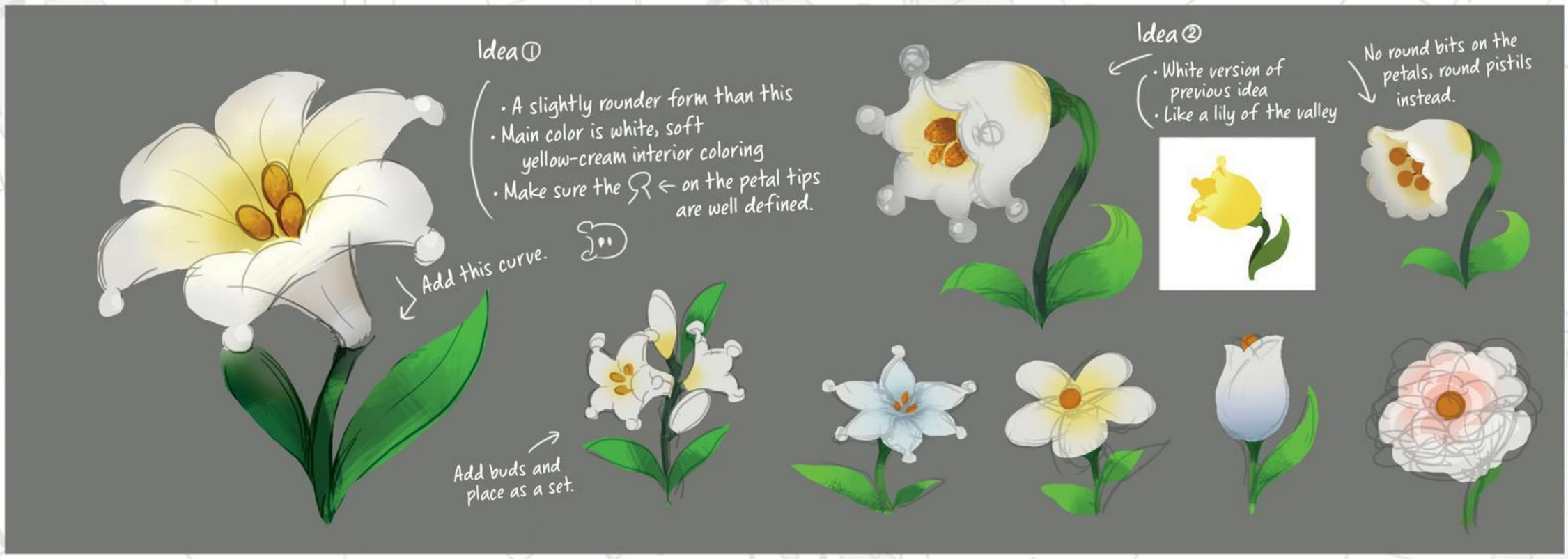
Obtain a giant seed from the Steam Gardeners to grow a beanstalk and return to the surface.

Charging Station Design



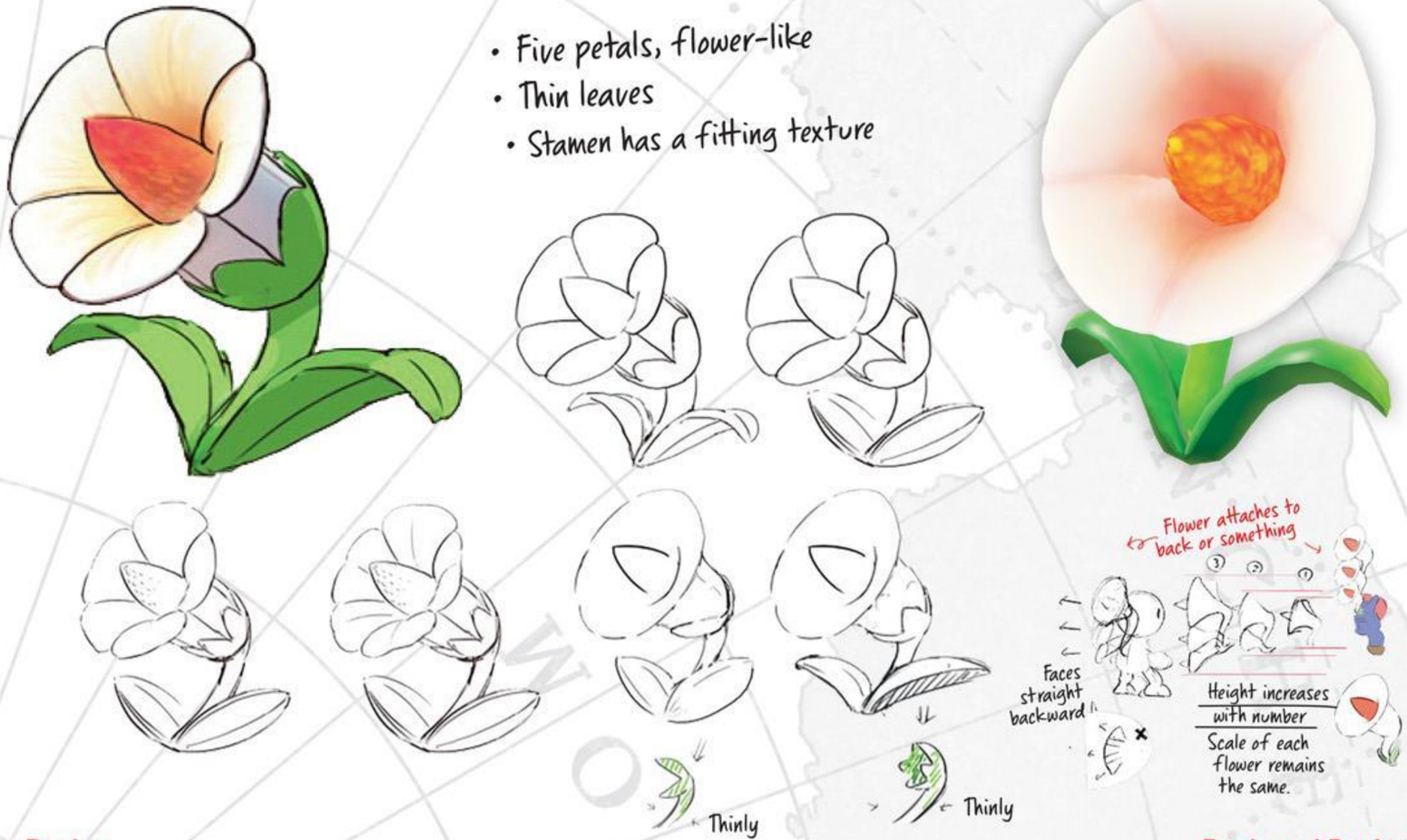
Soirée Bouquet Design


• Lily type would be wedding-like
• Big and showy
• Buds are noticeable
• "Something blue" amsonias
• 2–3 small flowers appear as a single set?
• Butterfly orchid
• Different impressions when blooming versus used as decoration
• Rose type seems strong for a wedding
• Rose petals are a factor
Hard to add to a bouquet, so use leaves to do so.
Shape is too unique, may look like an in-game object instead.
• Hibiscus type would also look big and stand out.
• Leaves are characteristic, so include them.


Idea ①
• A slightly rounder form than this
• Main color is white, soft yellow-cream interior coloring
• Make sure the ← on the petal tips are well defined.
Add this curve.
Add buds and place as a set.
Idea ②
• White version of previous idea
• Like a lily of the valley
No round bits on the petals, round pistils instead.

Rocket Flowers

Collecting this flower lets Mario dash at great speeds for a little while, allowing him to run over water or on vertical surfaces.

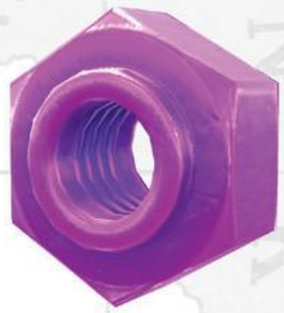


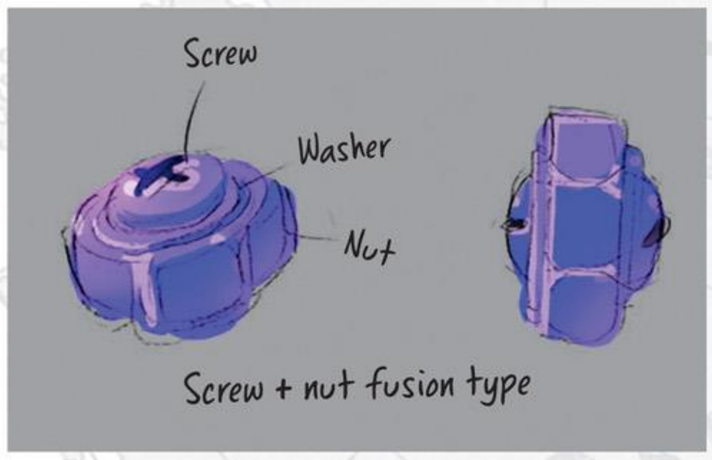
Design

Equipped Design

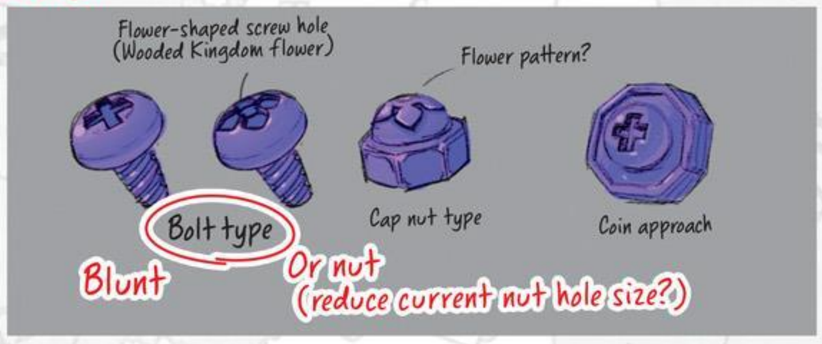
Regional Coins

Purple coins used only in their respective kingdoms. The local currency is nut-shaped in the Wooded Kingdom.





Design



Falling Platforms

Footholds that break and fall when used. They reappear after a while.

Design

NOTES

The Wooded Kingdom's Signature Soirée Bouquet

The beautiful Soirée Bouquet only blooms in this region. The Steam Gardeners take great care in cultivating it, as it supports the kingdom's industry. Monsters sometimes target the famed flowers, but clearing them out lets Mario enjoy a field of gorgeous flora.

Beautiful flowers with white petals. These grow in a special field maintained by the Steam Gardeners.

When the Broodals stole flowers from the Sky Garden, some of the blooms disappeared completely.

TIPS

Run Rampant with Rocket Flowers

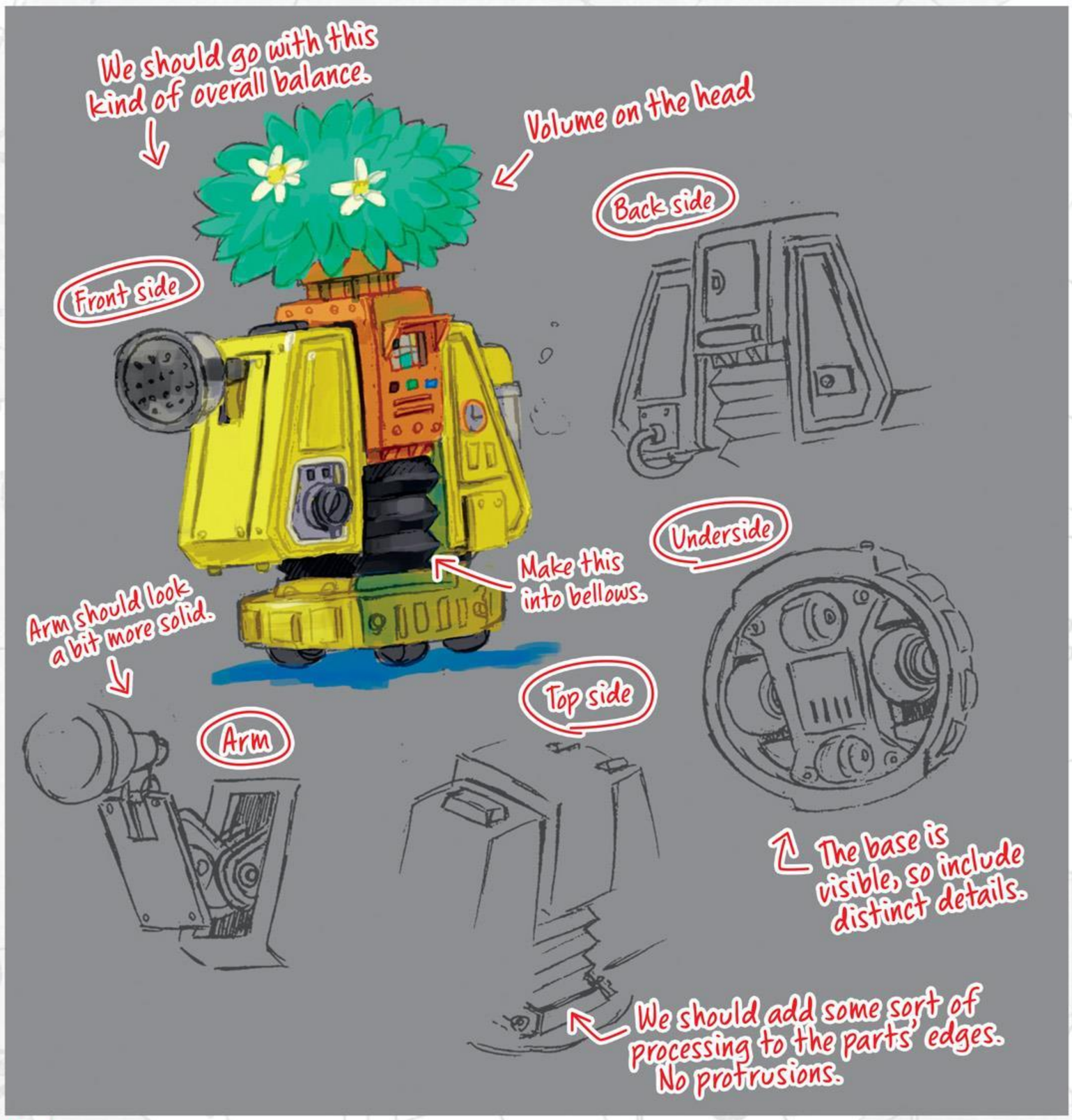
Touching or grabbing these flowers with Cappy allows Mario to dash for a limited time. He can even ascend the steepest inclines when utilizing their power. He continues to run until their power is depleted. If Mario needs to stop suddenly, crashing into a wall or performing a Ground Pound will do the trick.

Rocket Flowers attach to Mario's back. Grab up to three at a time, and their noise becomes more impressive with each addition.

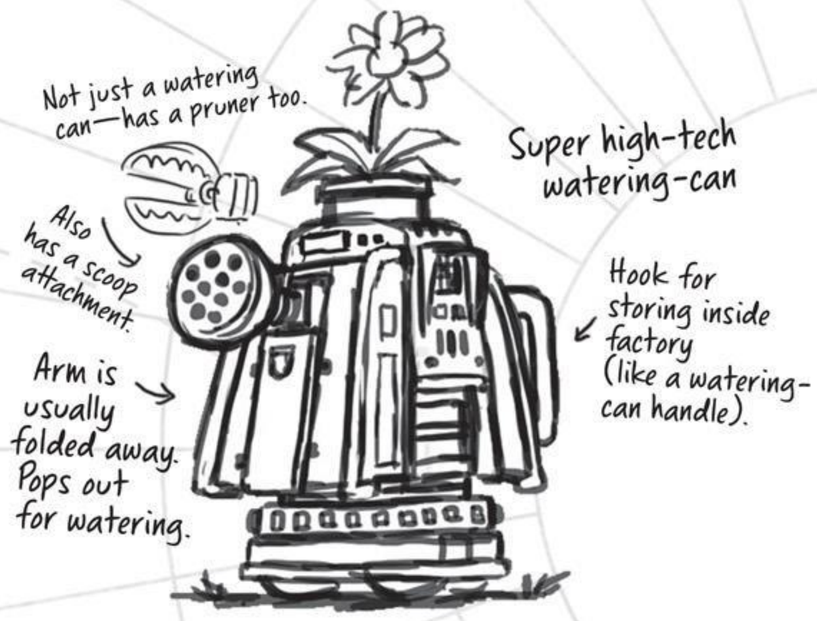
Zoom up normally impassable walls and even fly across the water!

Steam Gardeners

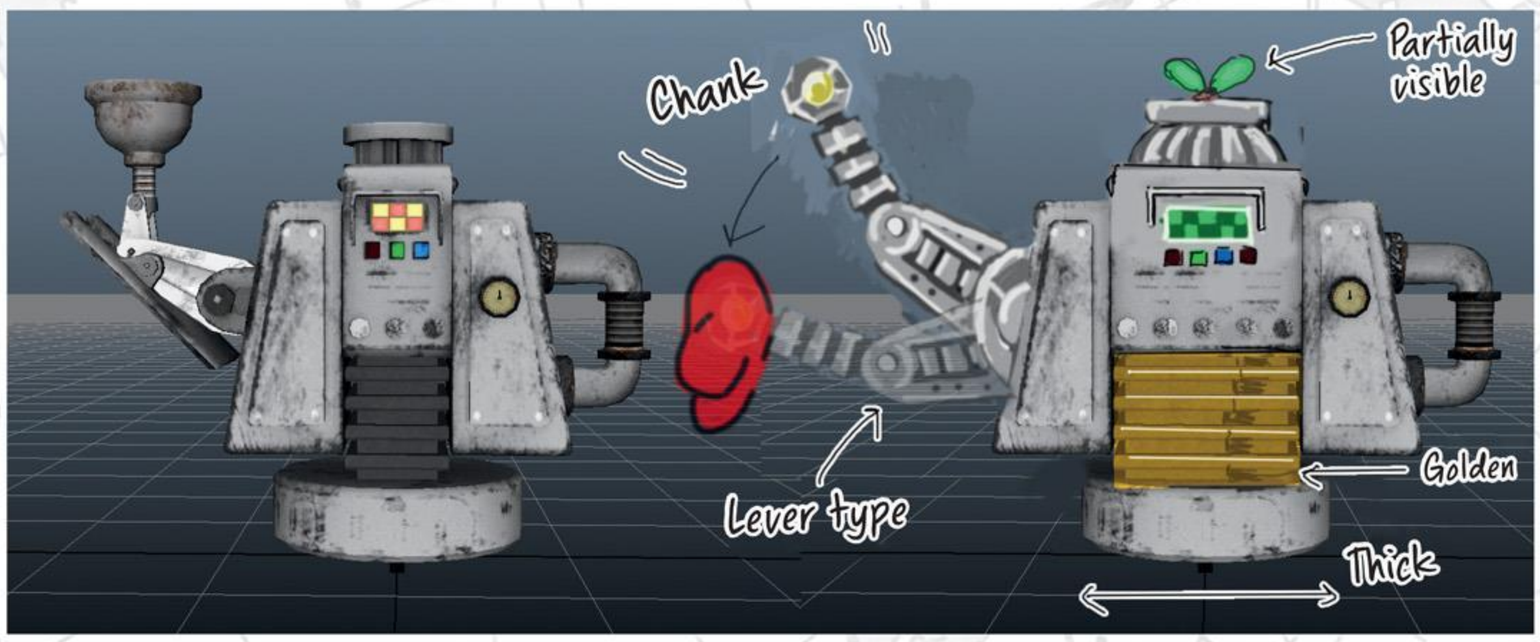
Denizens of the Wooded Kingdom. Their mechanical bodies require energy from charging stations in order to move.


We should go with this kind of overall balance.
Volume on the head
Back side
Front side
Make this into bellows.
Underside
Arm should look a bit more solid.
Top side
Arm
The base is visible, so include distinct details.
We should add some sort of processing to the parts' edges. No protrusions.

Design


Not just a watering can—has a pruner too.
Super high-tech watering-can
Also has a scoop attachment.
Hook for storing inside factory (like a watering-can handle).
Arm is usually folded away. Pops out for watering.

Rough Sketches



Seed Dispenser Design

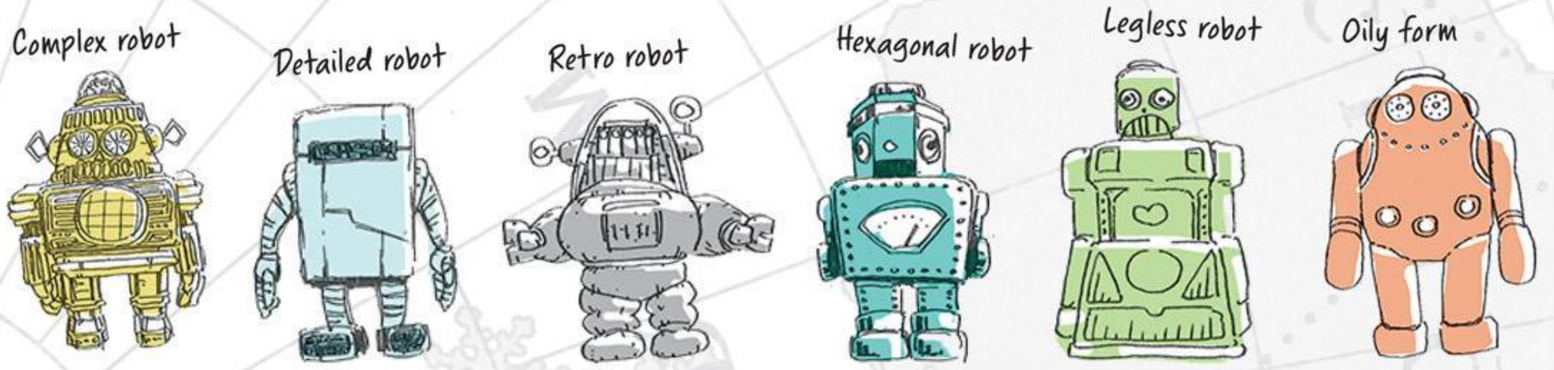
DESIGNER'S NOTE

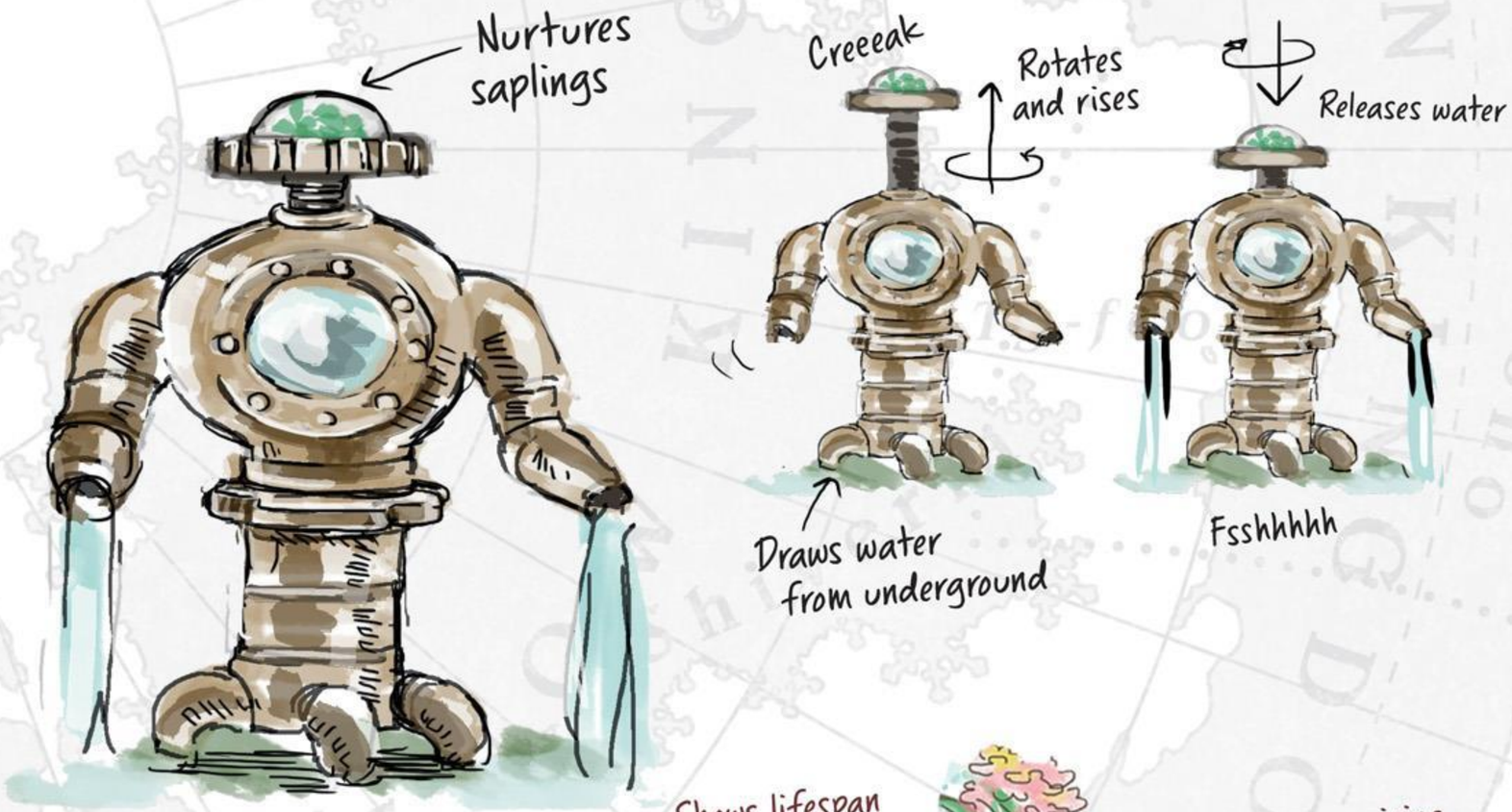
These robots grow flowers, so we considered water-related motifs and settled on a watering-can shape in the end. Their parts are old fashioned and rusted, befitting the abandoned factory around them. Only their right arms move in order to water plants, but they shift around clumsily while talking and spray like a water fountain when happy, which makes rainbows. This allows them to emote in some form. The plants growing on their heads are just seedlings at the beginning, but as the story progresses and peace returns to the land, they bloom. This makes for quite the happy scene.

Small birds perch on their heads sometimes. The birds were the lead designer's idea. Anyone can see how kind the robots are if they can coexist with such delicate creatures. They may appear cold and inhuman at first, but they're actually quite emotional beings.

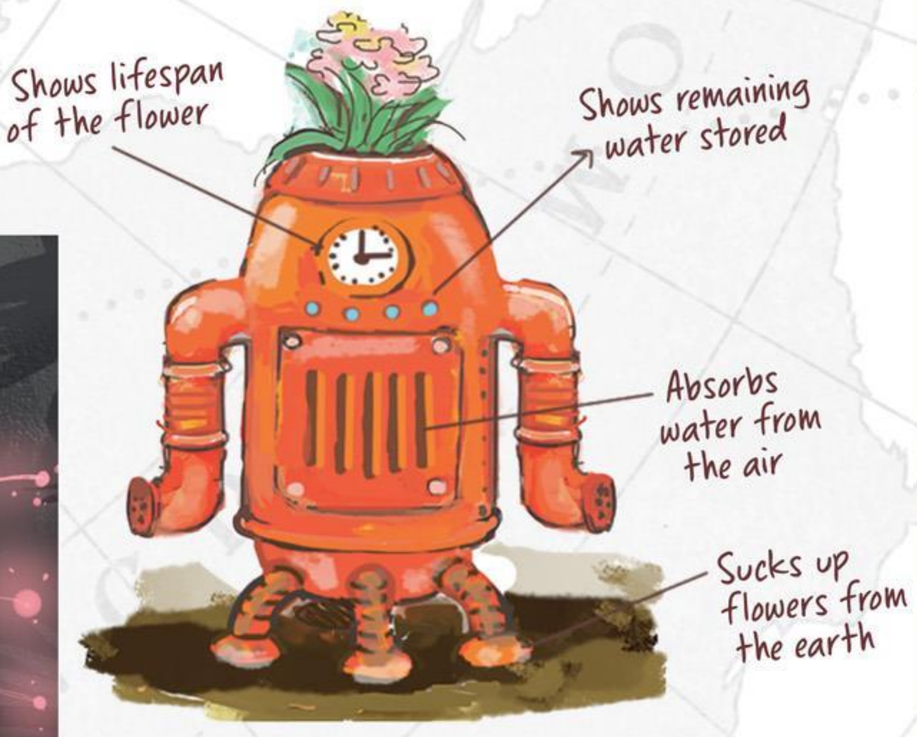
Character Artist Akiko Hirono

Design





Resident robot character
• Tall in stature
• Plain metal and primary color decoration
• Glowing elements to stand out against the dark forest



Cyclops version

TIPS

Machines Made to Maintain

The Steam Gardeners are robots made to grow plants and are said to have lived in the kingdom for ages. They store energy from the charging stations and can function for long stretches of time through self-maintenance. They speak in a mechanical way befitting their kind.

They use the watering can attached to their bodies to maintain the flora. Small birds seem quite fond of them.

Steam Gardeners require occasional care. They stand in line at the stations to rest and recharge.

Steam Gardeners are stored in the robot warehouse. They seem to be waiting for their time to shine.

TIPS

The Giant Seeds of Silver Steam Gardeners

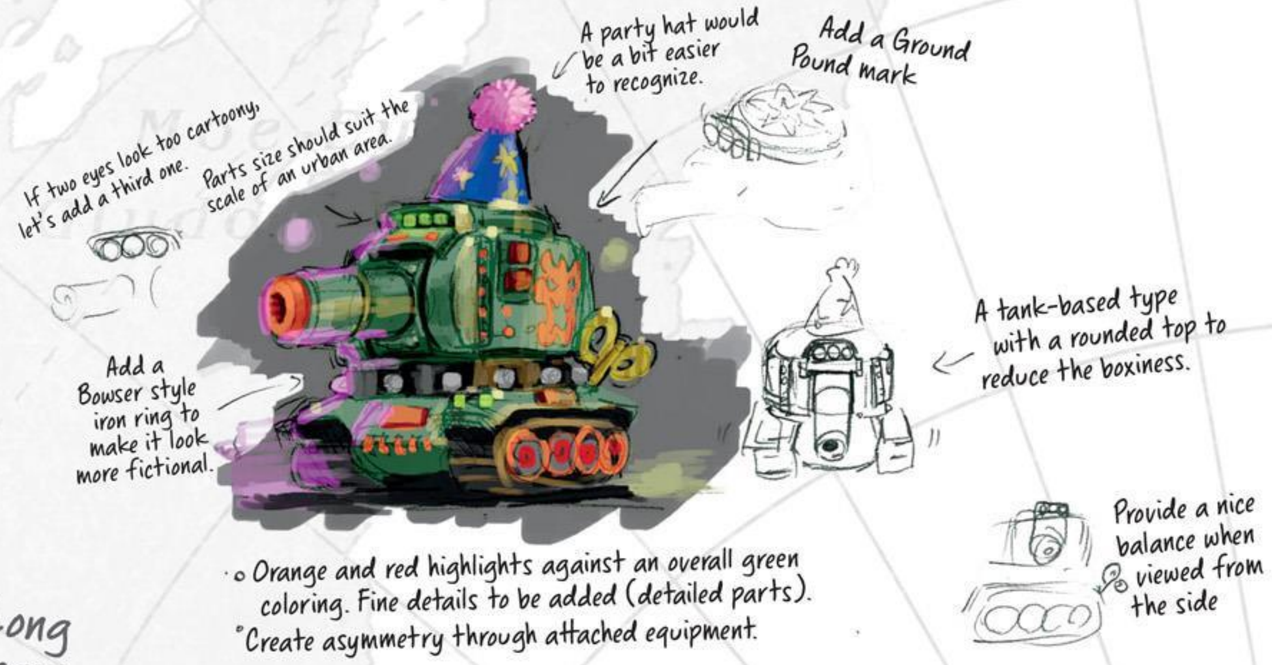
Some Steam Gardeners have silver bodies. In place of the usual watering can, these guys have a lever that releases a giant seed from their heads when pulled. Planting this seed in soft soil will produce a beanstalk. Be sure to approach these silver seed dispensaries when you're in need of a quick ride up!

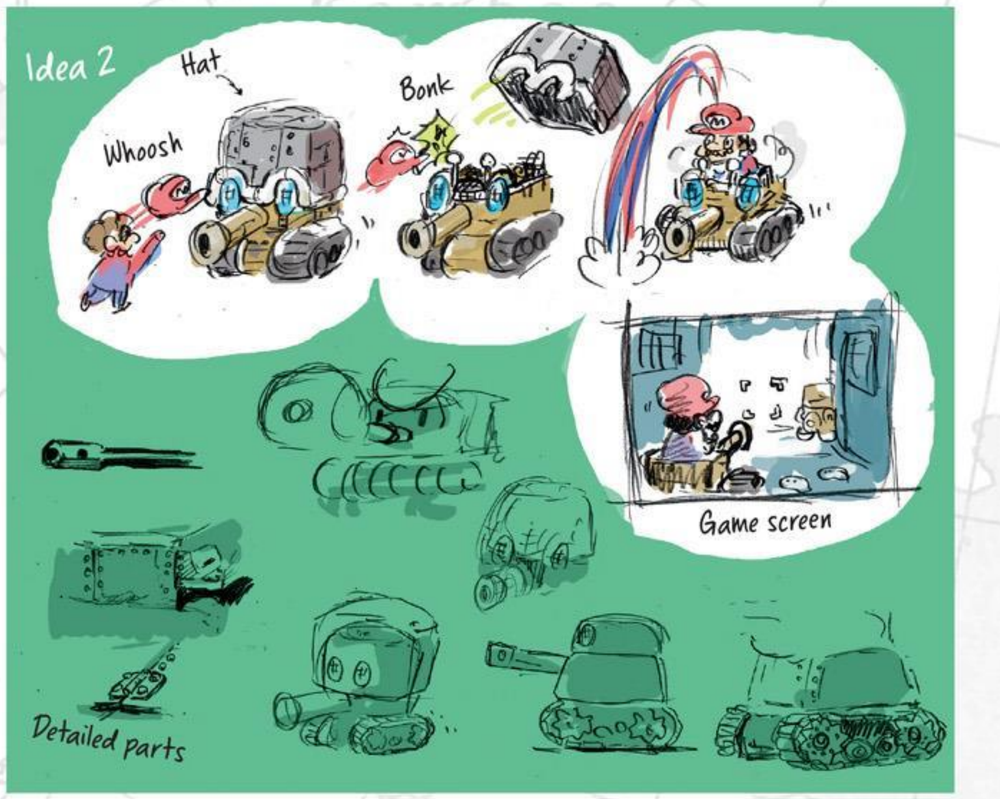
Even Volbonans want to get their hands on this special seed. Perhaps they make for a tasty dish?

Sherm

A tank that fires cannonballs. Capture one to wield its artillery against foes and rock walls alike.

Design


If two eyes look too cartoony, let's add a third one.
Parts size should suit the scale of an urban area.
A party hat would be a bit easier to recognize.
Add a Ground Pound mark
Add a Bowser style iron ring to make it look more fictional.
A tank-based type with a rounded top to reduce the boxiness.
Provide a nice balance when viewed from the side
Orange and red highlights against an overall green coloring. Fine details to be added (detailed parts).
Create asymmetry through attached equipment.

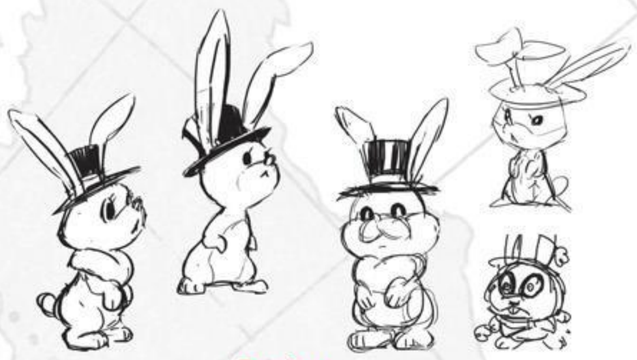


Rough Sketches

Design

Rabbits

They run when Mario approaches them, but catching one yields a Power Moon.



Design

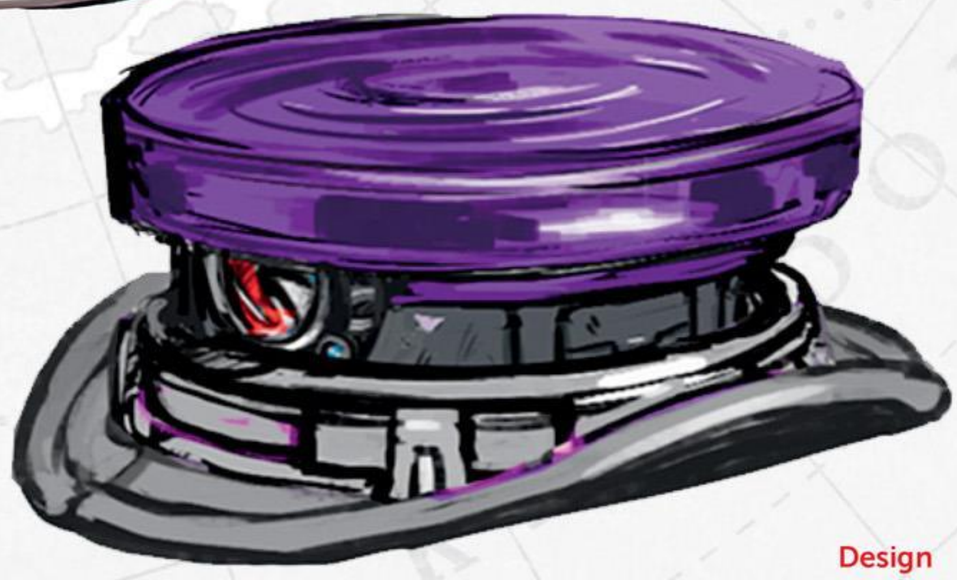
Fire Bro

Attacks by hurling fireballs. Capture one to use its power to fight or light fires.

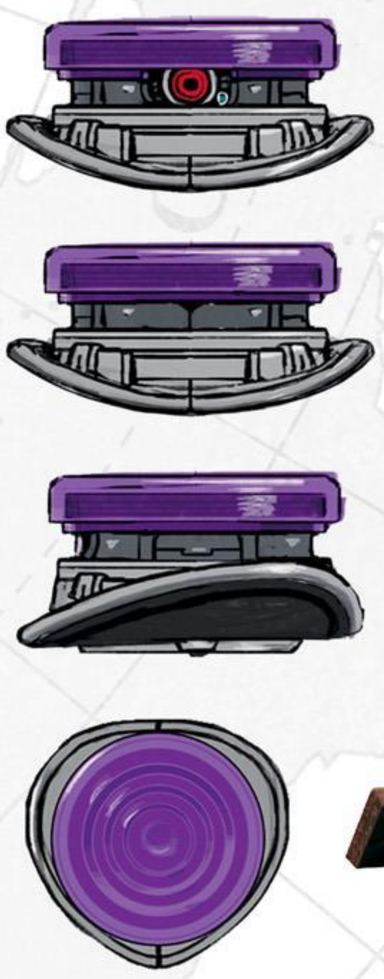
Design

Yoofoe

A mysterious flying object that drops Goombas and spiked balls. Two stomps to the head will finish it off.



Design



TIPS

Giving Mario a Run for His Money

The rabbits seen in most kingdoms aren't foes, but they do offer Mario a game of tag of sorts. Some flee over a wide area, and some challenge Mario in droves. Formidable opponents, indeed . . .

The white variants found in Rabbit Ridge won't run at the sight of Mario.

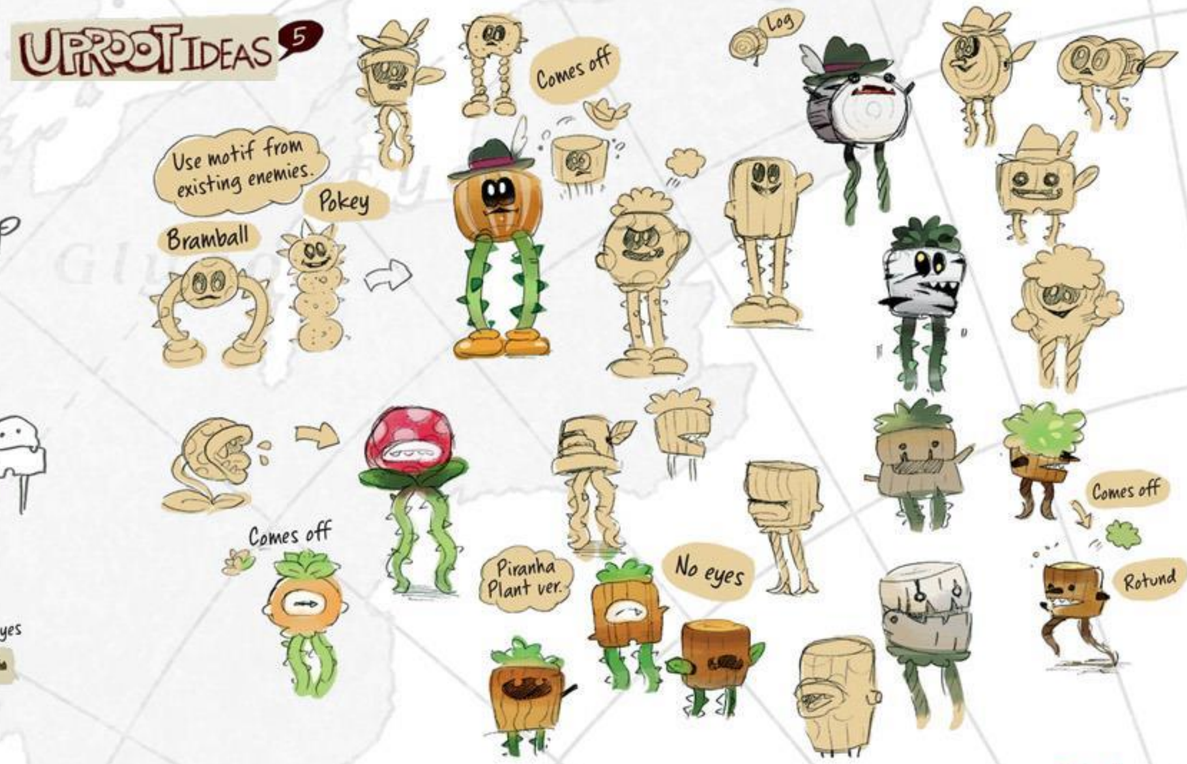
TRIVIA

The Inconspicuous Coin Coffer

Coin Coffers turn invisible, which makes them especially difficult to find. Still, if you manage to find one, that's thirty extra coins in your pocket. Capture it and run around or just stomp on it—the choice is yours! These creatures have not only been spotted in Steam Gardens but also in the innermost recesses of Tostarena's Underground Temple.

Attack by spitting out coins. This consumes the coins Mario has on hand, so use it sparingly . . .

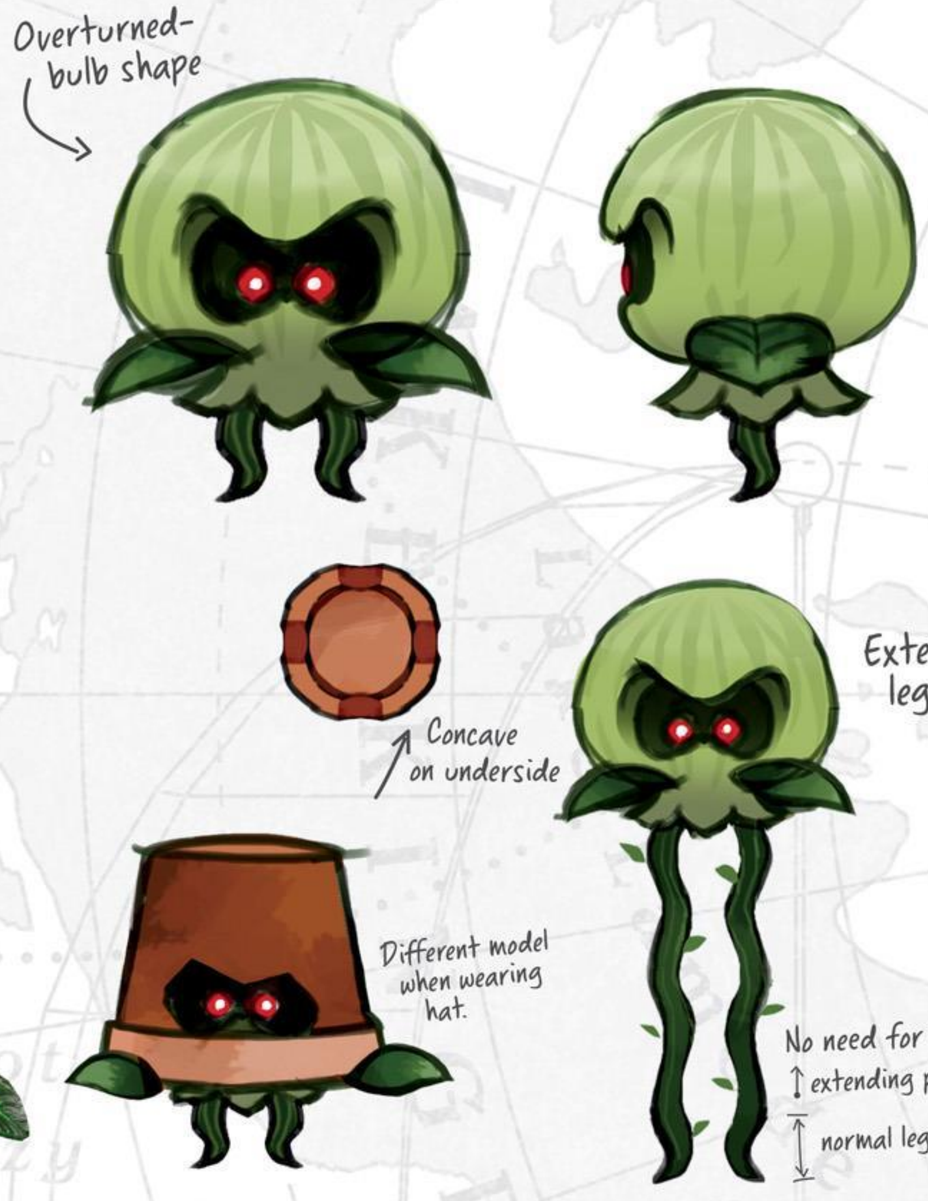
Designs



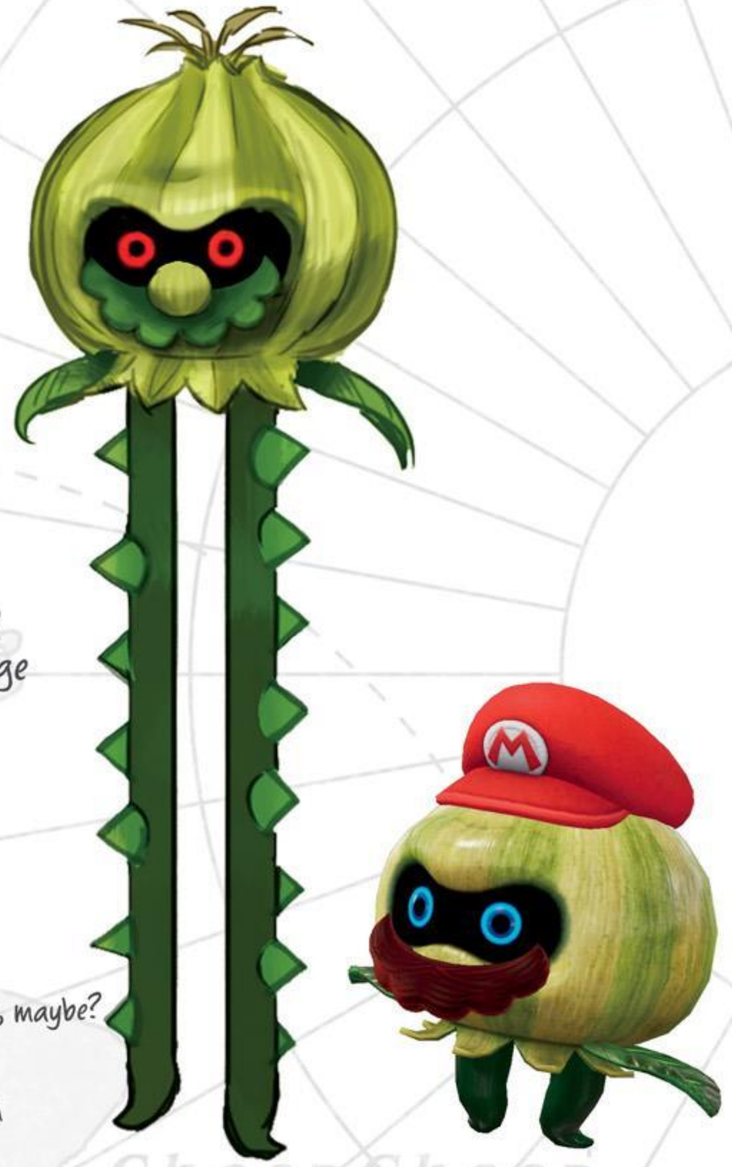
Designs

Uproot

This creature attacks by growing out its stalks. Capturing one gives Mario access to high places.



Designs



Captured Uproot Design

UPROOT IDEAS 4
Wood type
• Looking into types with hats
• Good plants = you can tell by looking at them which were raised by NPCs
Evil-looking faces, etc.
comes off
Most of what you see are small hands and legs.
Mushroom type
Unlike , these look overtly evil. Change coloring or silhouette.
Also sprouts hands
Upside-down potted plant
Easy to tell that a regular stomp won't break it, but a Ground Pound will.
Not a common sight, so maybe hard to tell?
White birch
Scar-like face

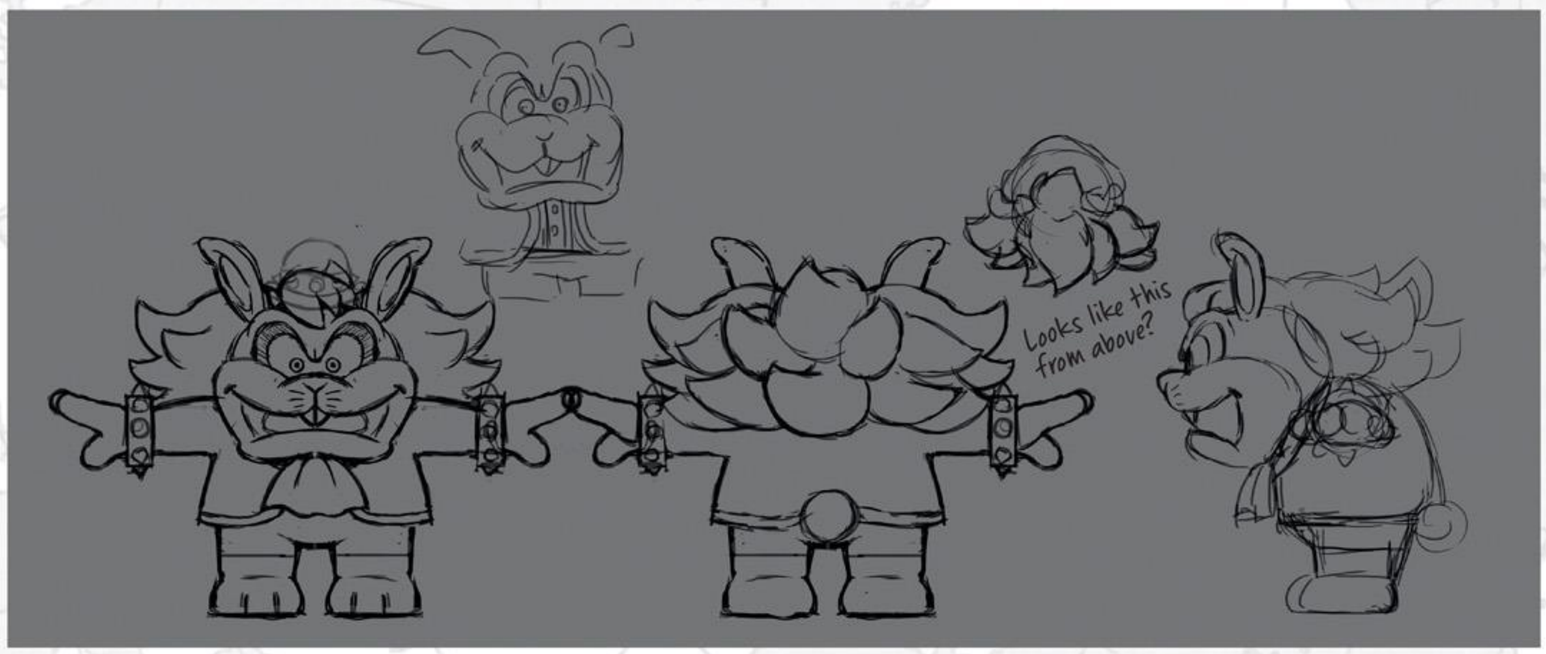
Designs

Designs

Broodals Spewart

One of the Broodals. He spins in place while spitting out poison. After taking a hit, he charges about, spattering goop in his wake.

Rough Sketches



Character Turnaround

DESIGNER'S NOTE

Spewart has the most Mario-like design of all the Broodals. His hair and mouth are similar in style to the Koopalings, wouldn't you say? The endearing way he purses his lips when he spits out poison cancels out some of the grossness that comes with the act. His large frame, tousled hair, and dilated pupils give him an unusual air, but his ascot and shorts add some incongruity to his overall design.

We initially gave him a smaller hat to emphasize his build but later made it bigger. This helped to prevent any confusion about the mechanics of this boss battle. Doing so gave him some new charm, so it was a good call as far as I'm concerned. In the early stages of development he was supposed to spit fire instead of poison, so he was given orange hair that resembled licking flames. It stands out against the purple poison, so we left it as is.

Character Art Lead Sho Murata

TIPS

Get a Leg Up with Uproots

The assistance of local life forms is essential for exploring the sheer height of this kingdom. Capture an Uproot to stretch its stalks and go to places even Mario's incredible jump can't reach.

Uproot's abilities are useful for trekking up the Iron Mountain.

STORY

The Broodals' Poisonous Performer

Spewart is the next Broodal to face Mario atop the Sky Garden tower, where the Soirée Bouquet blooms. "Too late, chumps! We snagged the Soirée Bouquet already." His speech may be rough, but it seems this Broodal has a sensitive side. Perhaps the crude temperament is all just an act?

As his name suggests, both Spewart's tone and his attack are venomous. Still, his way of spreading poison demonstrates his artistic tendencies.

Torkdrift

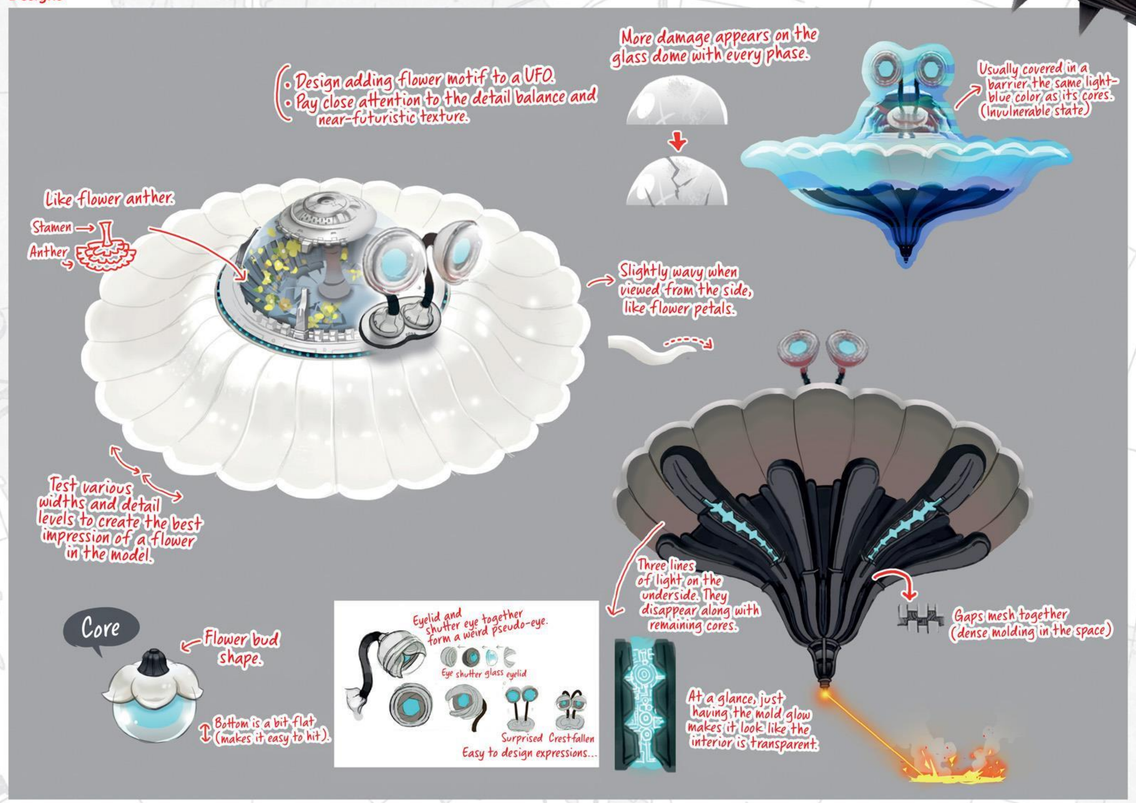
A boss fought in the Secret Flower Field.
It wields laser beams against its foes.

Designs

Moving, only visible sometimes.
Combination of mysterious geometric cubes
Decorative illumination pattern runs across body when damaged.
Cube protected by electricity
Simple capsule type
Laser gun comes out
Open & close type?
Light bulb shape
· No face
· Flat
· Cores attached to main body
Simple flower-shaped look
More detailed inside

Evolved Piranha Plant image
Roots are mucky (bottom part can be struck)
Looks like a UFO when closed.
Opens when struck. Cracks appear.
Rose shape

Designs


· Design adding flower motif to a UFO.
· Pay close attention to the detail balance and near-futuristic texture.
More damage appears on the glass dome with every phase.
Usually covered in a barrier the same light-blue color as its cores. (Invulnerable state)
Like flower anther.
Stamen
Anther
Slightly wavy when viewed from the side, like flower petals.
Test various widths and detail levels to create the best impression of a flower in the model.
Three lines of light on the underside. They disappear along with remaining cores.
Gaps mesh together (dense molding in the space)
Core
Flower bud shape.
Bottom is a bit flat (makes it easy to hit).
Eyelid and shutter eye together form a weird pseudo-eye.
Eye shutter glass eyelid
Surprised
Crestfallen
Easy to design expressions...
At a glance, just having the mold glow makes it look like the interior is transparent.

Preliminary Design

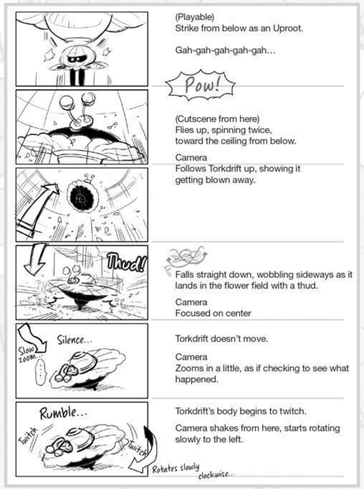
DESIGNER'S NOTE

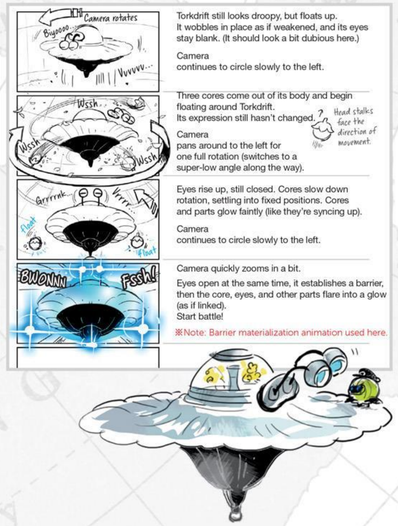
Bowser built this giant flower-shaped mech to collect flowers for the Soirée Bouquet. Its overall appearance was designed to resemble a flower. The small flying objects that float around it are designed to look like flower buds. As it's a state-of-the-art machine, we wanted to make it both charming and slightly futuristic. This led to its detached googly-eye-like protrusions.

Cybernetic characters are rare for *Mario*, so this injects some novelty into the game. The flowers blowing around in its dome were modeled on a hand-drawn lottery box. It was built to collect flowers for a wedding bouquet but is sent to the scrapyard before fulfilling its directive.

Character/Concept Artist Akane Yoshida

Battle Start Storyboard


(Playable)
Strike from below as an Uproot.
Gah-gah-gah-gah-gah…
Pow!
(Cutscene from here)
Flies up, spinning twice, toward the ceiling from below.
Camera
Follows Torkdrift up, showing it getting blown away.
Thud!
Falls straight down, wobbling sideways as it lands in the flower field with a thud.
Camera
Focused on center
Silence...
Torkdrift doesn't move.
Camera
Zooms in a little, as if checking to see what happened.
Rumble...
Torkdrift's body begins to twitch.
Camera shakes from here, starts rotating slowly to the left.
Rotates slowly clockwise...


Bigger
Camera rotates
Vvvvvv...
Torkdrift still looks droopy, but floats up.
It wobbles in place as if weakened, and its eyes stay blank. (It should look a bit dubious here.)
Camera
continues to circle slowly to the left.
Wssh
Three cores come out of its body and begin floating around Torkdrift.
Its expression still hasn't changed.
Head stalks face the direction of movement.
Camera
pans around to the left for one full rotation (switches to a super-low angle along the way).
Grrrrrr...
Eyes rise up, still closed. Cores slow down rotation, settling into fixed positions. Cores and parts glow faintly (like they're syncing up).
Camera
continues to circle slowly to the left.
EWOWW
FSSH!
Camera quickly zooms in a bit.
Eyes open at the same time, it establishes a barrier, then the core, eyes, and other parts flare into a glow (as if linked).
Start battle!
※Note: Barrier materialization animation used here.

STORY

The Flying Flower-Collecting Contraption

After the Broodals escape, Mario and Cappy spot an unidentified flying object. This is Torkdrift, a machine tasked with collecting the Soirée Bouquet in the Secret Flower Field. This bloom-shaped bot isn't afraid to show its thorns—it blasts laser beams at Mario! Its eyes float independently, remaining in the same place even when its entire body is flipped over.

Torkdrift collecting the Soirée Bouquet. Attack to make it angry! This converts it into battle mode.

Dodge laser beams and destroy the buds enclosed in blocks.

TRIVIA

A Tiny Version of Torkdrift

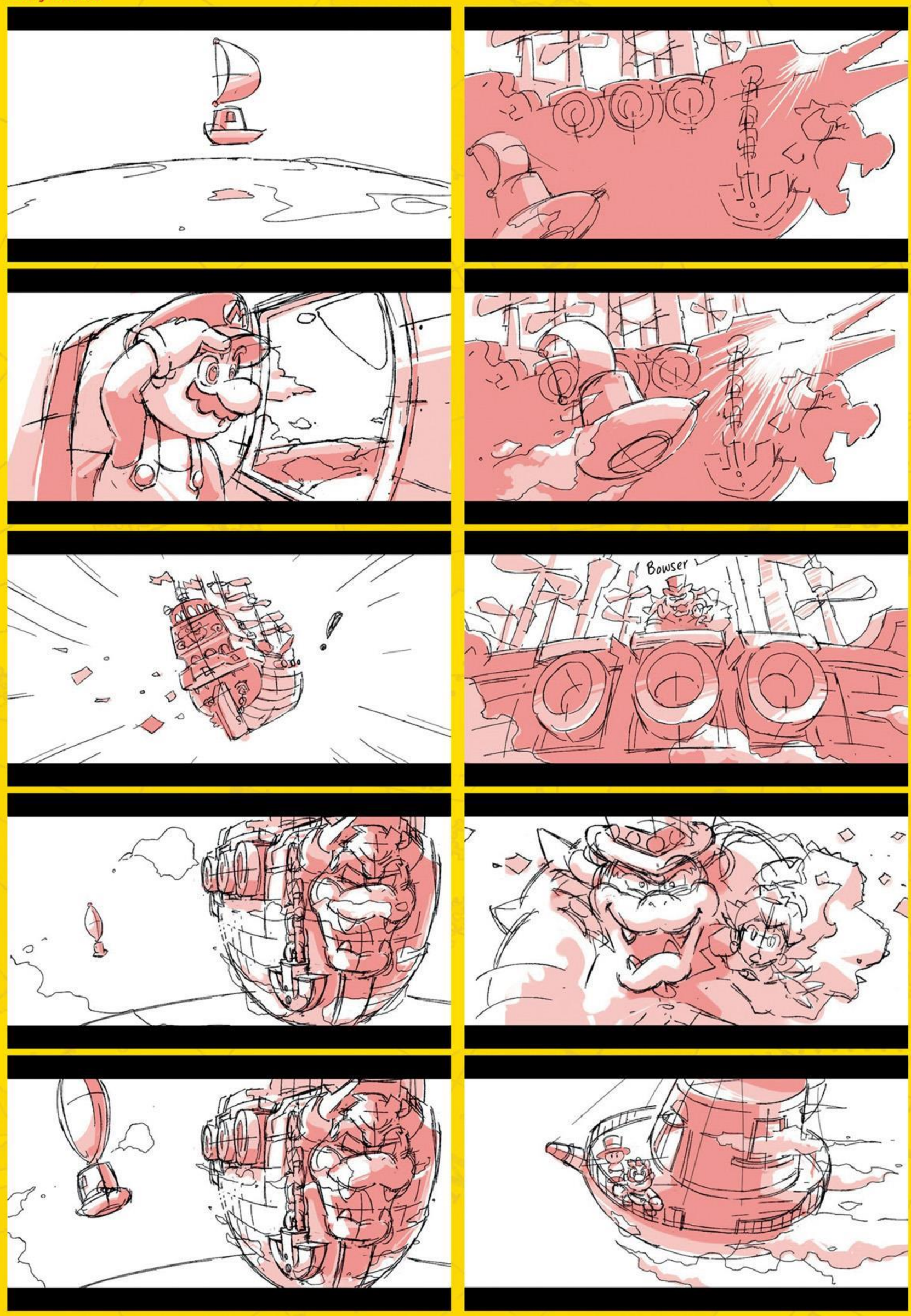
Small UFOs can be seen in certain parts of Honeylune Ridge. Upon closer inspection they resemble Torkdrift, down to the Soirée Bouquet flowers seen in their heads. Despite these similarities, their connection to the original machine is unclear.

They fly off when Mario moves closer, but hitting one with Cappy makes it drop a Power Moon.

An Unexpected Encounter

The *Odyssey* heads toward New Donk City in pursuit of Bowser's airship. Sensing something strange en route, the pair looks outside to see a large ship beside them. It's Bowser's flying battleship! Our heroes touch down on the Nimbus Arena, ready and willing to face off with the King of the Koopas!

Storyboards



Cloud Kingdom

Nimbus Arena

DESIGNER'S NOTE

We designed the Cloud Kingdom to be the player's first fight with Bowser. Gameplay in this area may be limited, but the area is a grand place that contains the ruins of a kingdom in the clouds. Since Bowser's ultimate goal is marriage to Princess Peach, the boss battle takes place in a brighter, cleaner arena than usual.

Unlike in the opening scene where Mario lost to Bowser and his hat, being able to defeat Bowser with Cappy's help is an important demonstration of the bond Mario and Cappy have formed (I know the *Odyssey* is shot down right afterward, but still . . .)

Director Kenta Motokura

WORLD DATA

Population:	Unknown	Currency:	Unknown
Size:	Unknown	Industry:	Unknown
Locals:	Unknown	Temperature:	Average 73°F

A land wrapped in clouds, floating high in the sky. The entire area is composed of cloud platforms capable of supporting a person's weight. Mysteriously, no one lives here, but ruins suggest that a kingdom once existed.

Power Moons

9

Regional Coins

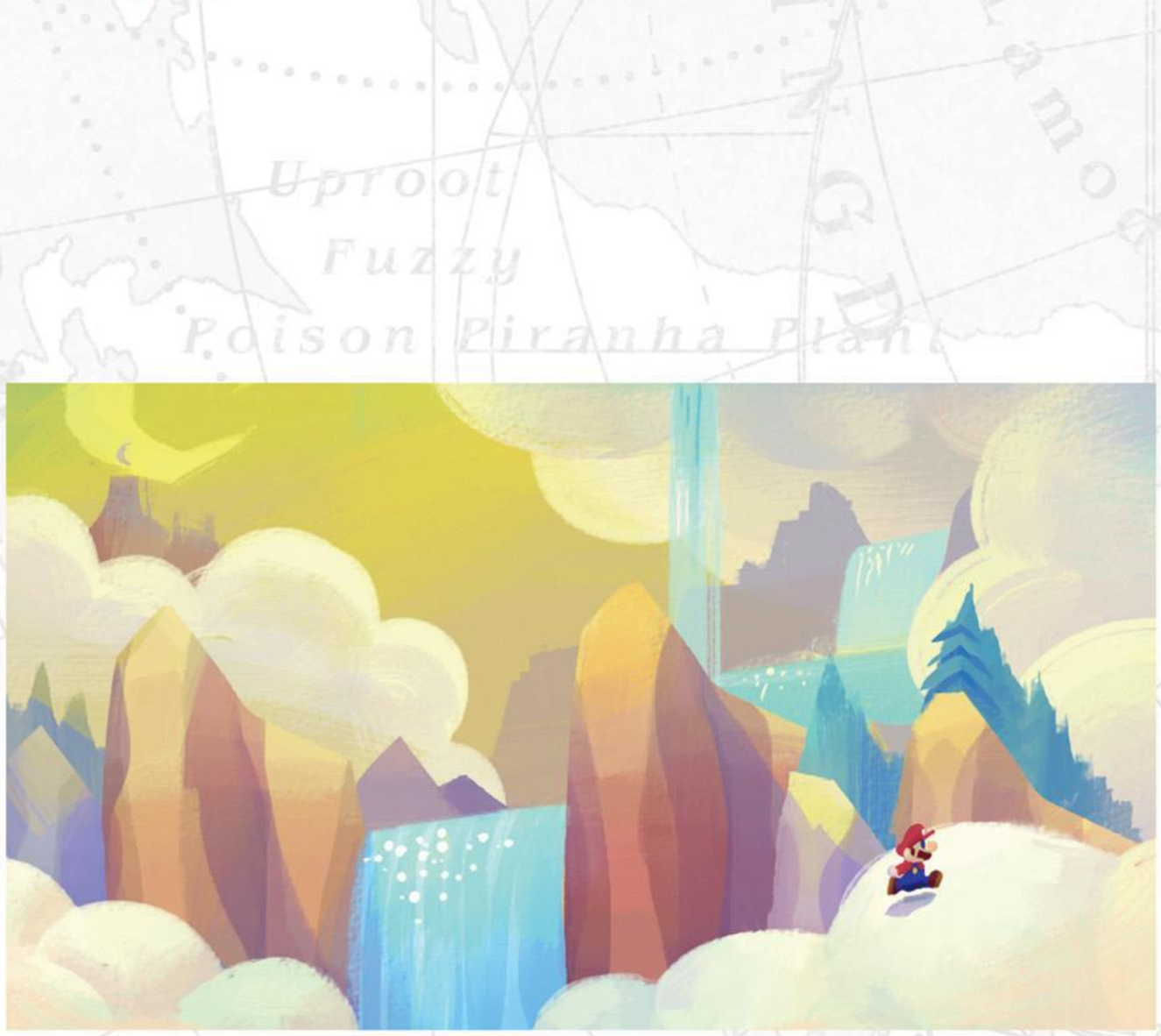
None

Map

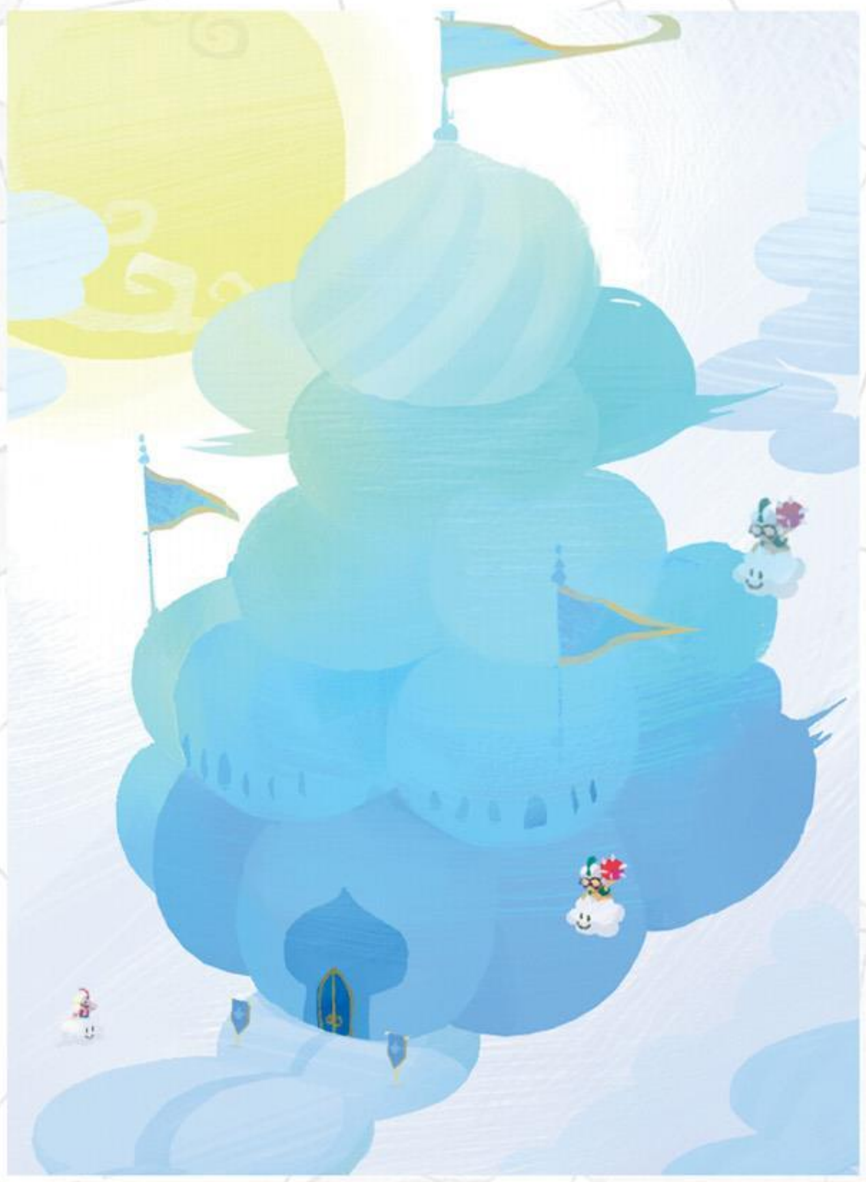
Concept Art

Early illustrations created once the kingdom was conceived.
The world unfolds atop a vast sea of clouds.

Preliminary Design

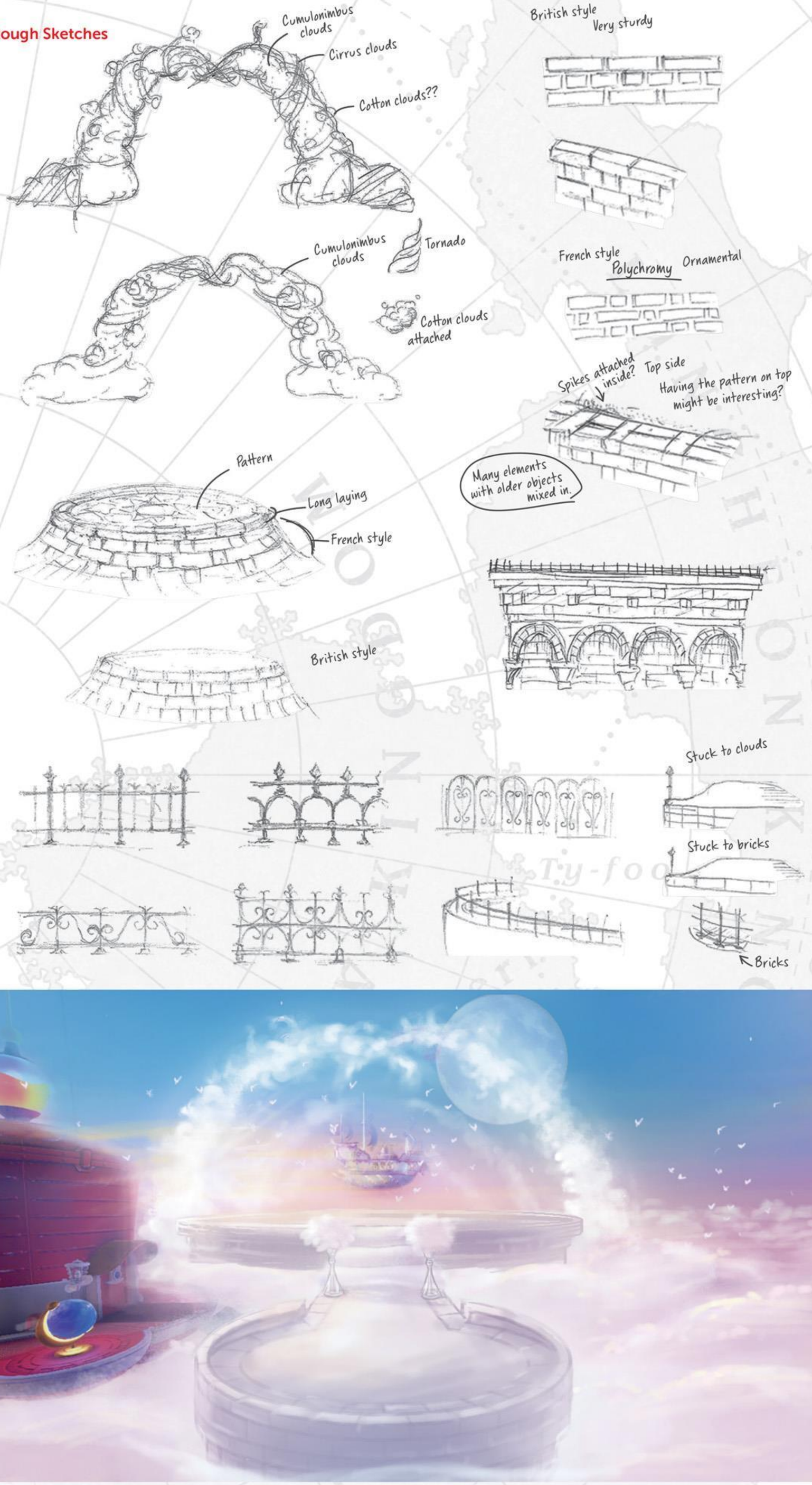


Preliminary Design



Preliminary Design

Rough Sketches

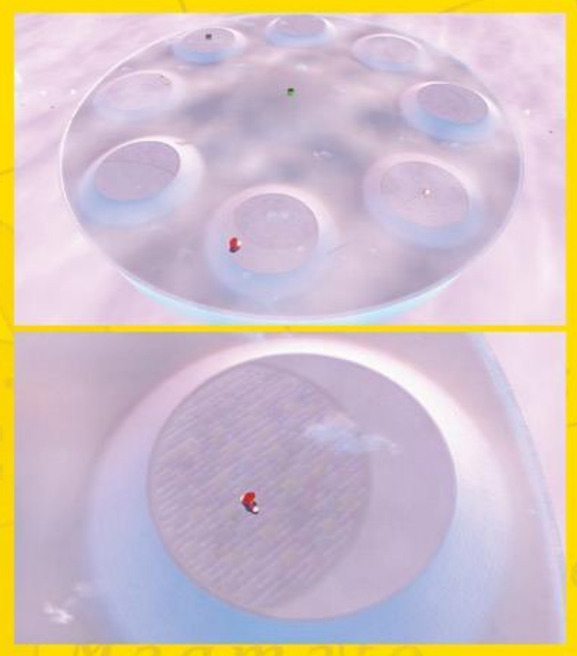


Preliminary Design

NOTES

Symbols of Lunar Loyalty

Usually Mario can't ride on clouds, but the ones in this high-flying kingdom are made of a special substance that lets him do just that. No locals can be found here, but the ruins that remain suggest they revered moons. Some researchers theorize that a kingdom once flourished in this land. The truth of the matter is lost to the ages.



The waxing and waning of the moon is etched onto the ground with a great deal of accuracy. The reason for these depictions is unknown.

An arch of clouds seems to highlight the moon itself. This too is thought to be a display of reverence for the moon.

NOTES

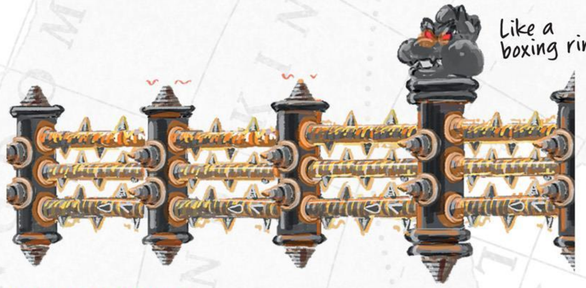
Hat Clouds Hover above the Kingdom

Hat clouds create platforms when Mario strikes them with Cappy. The fact that these curious clouds can also be found at Fossil Falls may hint at how this kingdom was first discovered.

Hitting one of these causes a cloud platform to appear for a little while. These have the same effect as those found in the Cascade Kingdom.

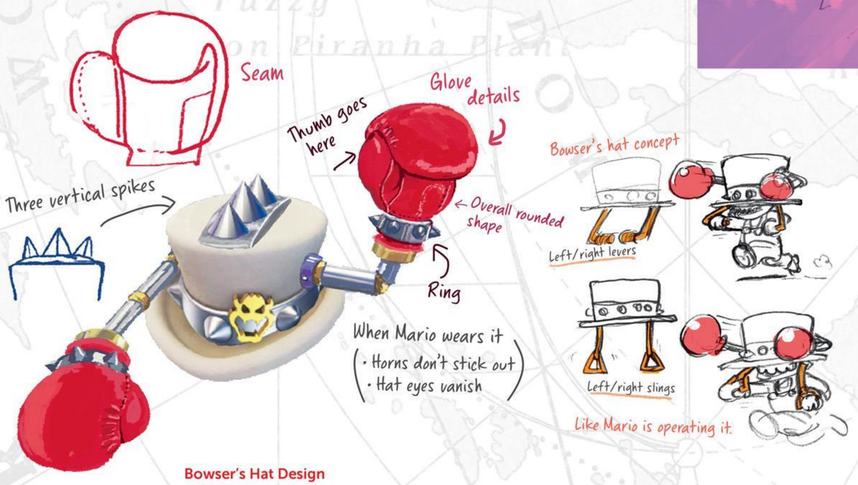
The Battle against Bowser

The player's first fight against the King of the Koopas takes place above the clouds. Bowser throws a hat equipped with boxing gloves, which can be stolen for a counterattack.



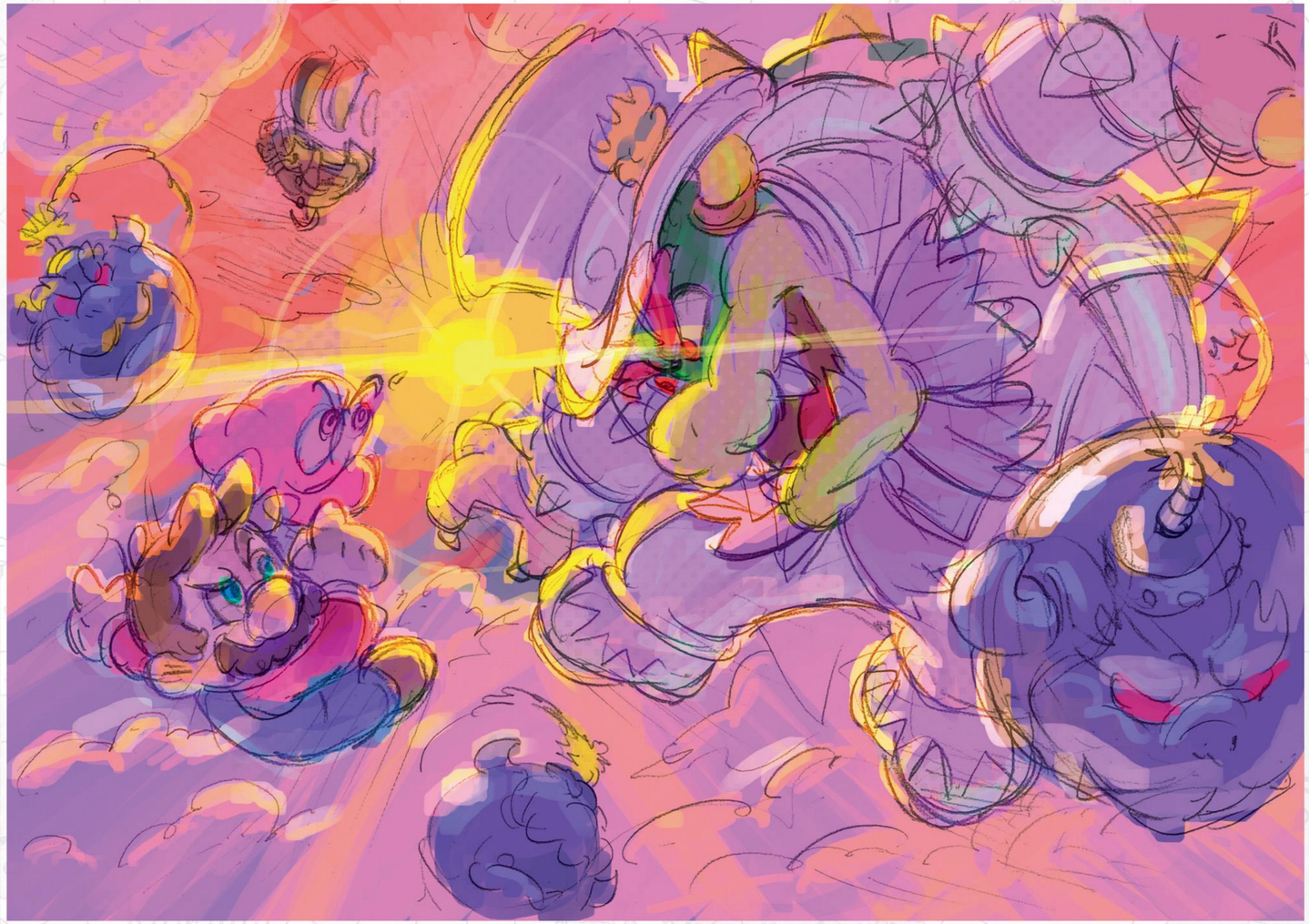
Battle Arena Walls Design

Projectile Design



Bowser's Hat Design

Dummy Hat Design



Rough Sketch

DESIGNER'S NOTE

It was difficult to make previous battles between Mario and Bowser direct slugfests, but thanks to the Capture mechanic, players get to trade blows with the King of the Koopas. This is a chance for revenge after the opening fight, so we created a scene that lets players rack up a win in an interesting environment bolstered by exciting gameplay mechanics.

Character Art Lead Sho Murata

The Cloud Kingdom battle is set in a world that seems peaceful at first glance, but many objects were designed to add tension to the fight against Bowser. The floating iron fences enclosing the arena gave it the appearance of a boxing ring. To give them that "Koopa" feel, the obstacles thrown by Bowser were designed to look like clumps of material from his castle. Bowser's hat is equipped with boxing gloves, and he uses it to attack Mario.

We put the design together while referencing real boxing gloves and fighting techniques.

Character Artist Jumpei Yamashita

STORY

Rivals Clash in the Cloud Kingdom

Mario and Cappy finally catch up to Bowser at the Nimbus Arena. The groom-to-be has prepared a special surprise for this battle: a hat with boxing gloves attached.

Leave it to Bowser to turn his wedding tux into a weapon!

NOTES

Top Hat Turnabout

The showdown between Mario and Bowser heats up! When the latter attacks by throwing his hat, our hero releases his own cap to counter. Taking Bowser's hat lets Mario fight back, sending out a flurry of blows to knock Bowser down. These gloves pack a punch that'll even destroy the projectiles Bowser throws.

Brave an exchange of blows to knock Bowser down. Beware his tail-sweep retaliation!

A Fall from Grace

Despite coming out on top, Mario and Cappy find themselves fleeing in a panic from Bowser's airship bombardment. The *Odyssey* ends up taking critical damage from a direct hit and plummets from the sky . . .

Storyboards

One Emergency Landing Later . . .

Lost Kingdom

Forgotten Isle

DESIGNER'S NOTE

Mario and Cappy end up falling into the Lost Kingdom after the *Odyssey* is shot down. Bowser gets away and the stage starts with the uncertainty of the wild unknown. There are no Power Moons lining the way forward, forcing players to chart their own path to overcome the current crisis. We referenced the topography of *Super Mario 64* levels to make a stage that is both compact and full of things to do.

The color palette and cartoony landscape are unlike anything seen in previous kingdoms, and this area offers a variety of enemies and elements that are new to the *Mario* series.

Director Kenta Motokura

WORLD DATA

Population:	Unknown	Currency:	Leaf shaped
Size:	Smallish	Industry:	Unknown
Locals:	Unknown	Temperature:	Average 91°F

The broken-down *Odyssey* is forced to land on a small island surrounded by a sea of poison. The unique ecosystem was formed in the harsh environment of the Forgotten Isle, and many of its flora and fauna can only be found in this kingdom. No people live here, but ancient ruins dot the area, suggesting that may not have always been the case.

Power Moons

35

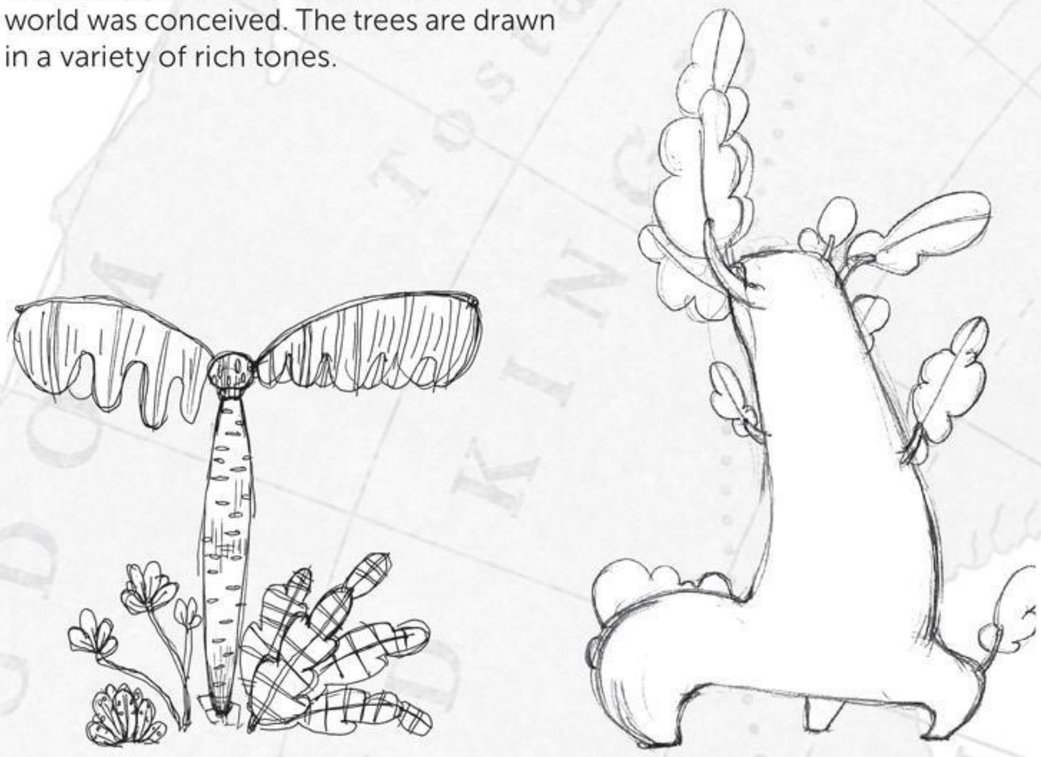
Regional Coins

50

Map

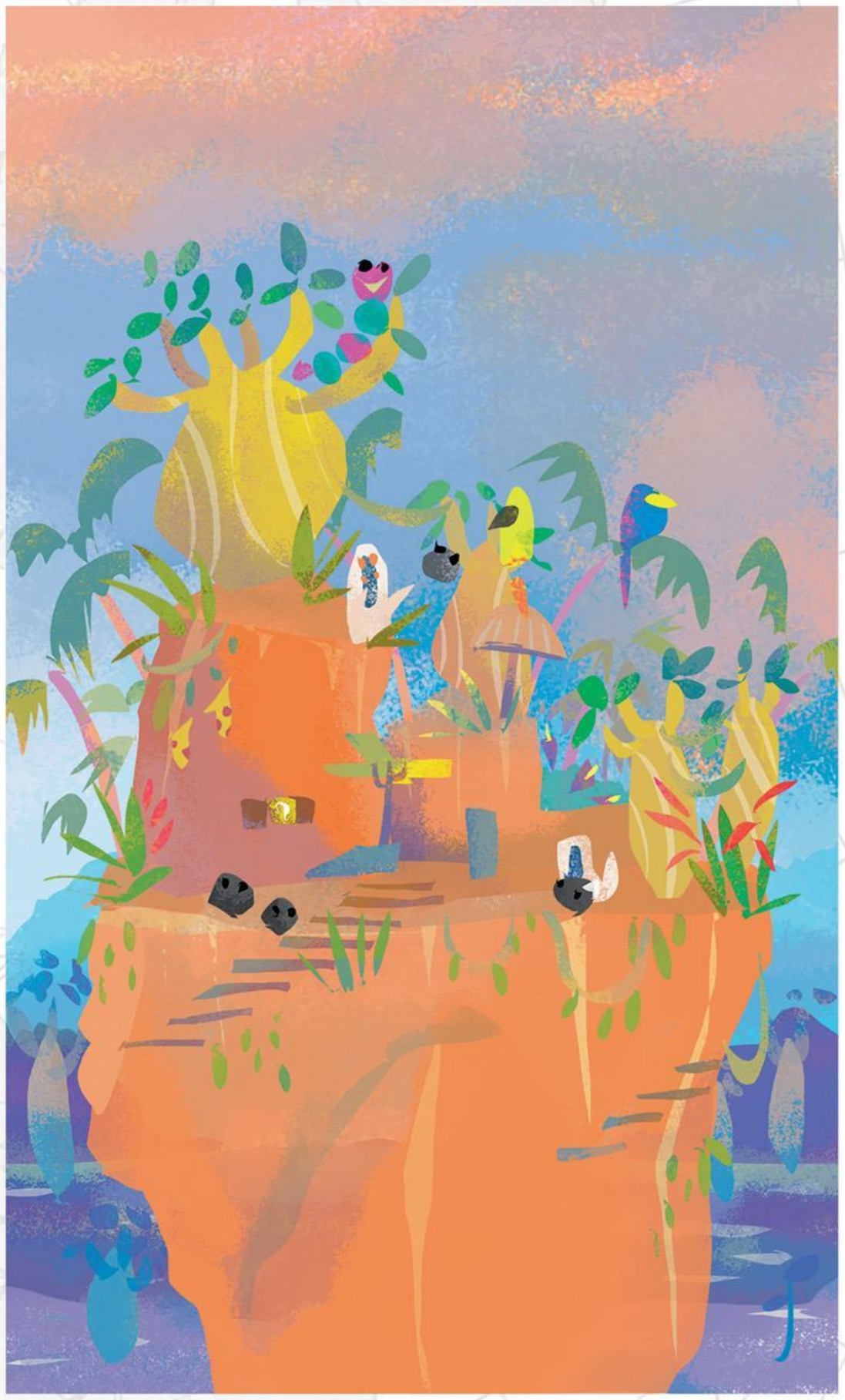
Concept Art

These illustrations were created once the world was conceived. The trees are drawn in a variety of rich tones.

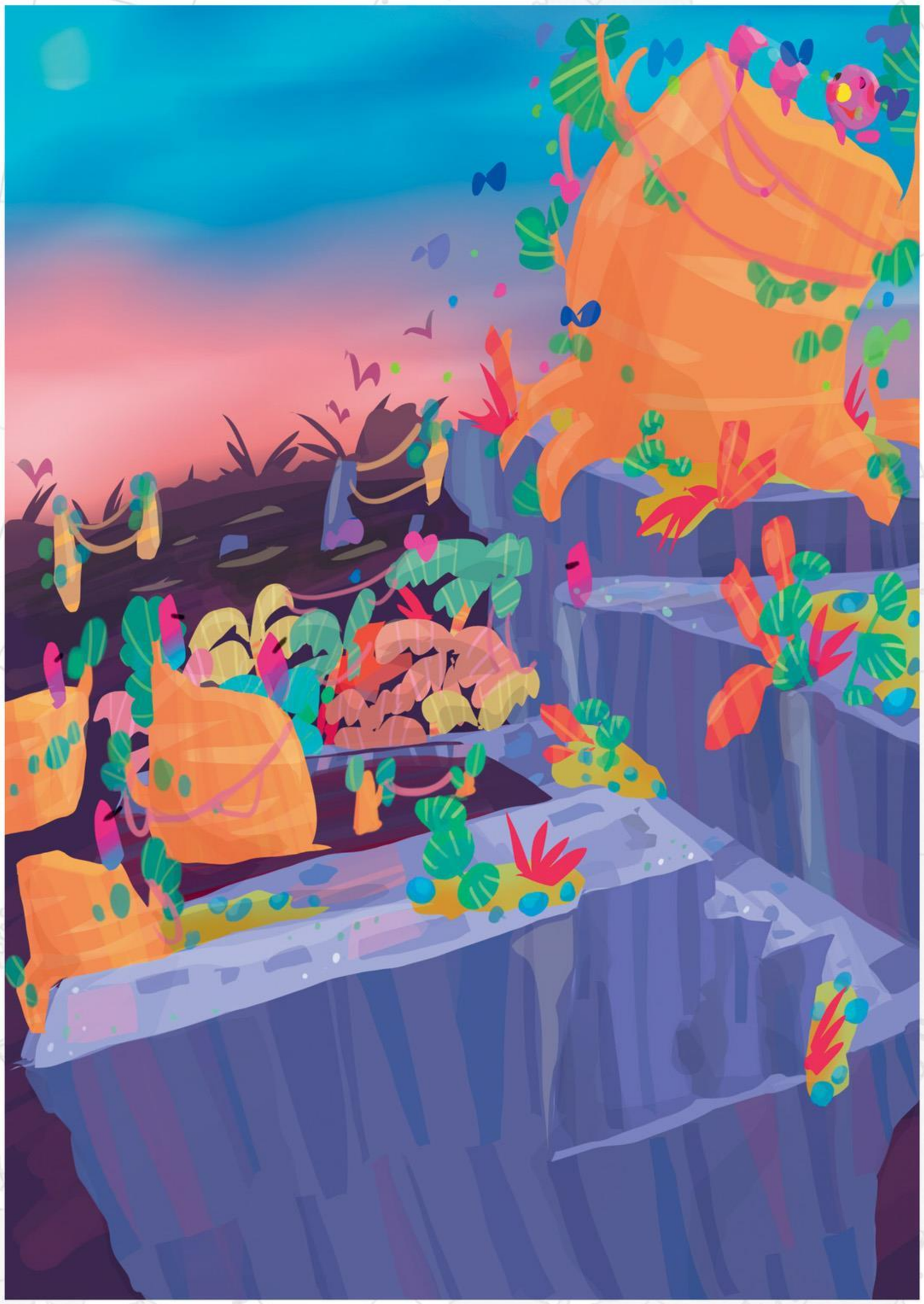


Rough Sketch

Preliminary Design



Preliminary Design



Preliminary Design

DESIGNER'S NOTE

The Lost Kingdom is inspired by the rainforests of Southeast Asia, and we designed particular aspects to provide contrast to the cartoony design of the Luncheon Kingdom. Unlike the simple color palette of the Luncheon Kingdom, this land has a complex image akin to that of an old painting. The color scheme of dark yet rich tones gives the impression of a wondrous, unexplored land. The Tropical Wiggler is an enemy made with this island's unique evolution in mind, making it seem like a species related to the regular Wigglers found in the Mushroom Kingdom.

The size of the moon in the sky, so small and far away, hints at Mario's own state of mind, lost in this isolated world.

Art Director Rikuto Yoshida

STORY

Cappy Gets Cap-napped!

Mario and Cappy set off in search of Power Moons to repair the broken *Odyssey*. Suddenly, a Klepto attacks them from behind and makes off with Cappy! Mario must chase after the foul fowl without the aid of Cappy (or his cap actions).

Klepto swoops in and abducts half of our heroic duo. It can be seen chortling from its high perch.

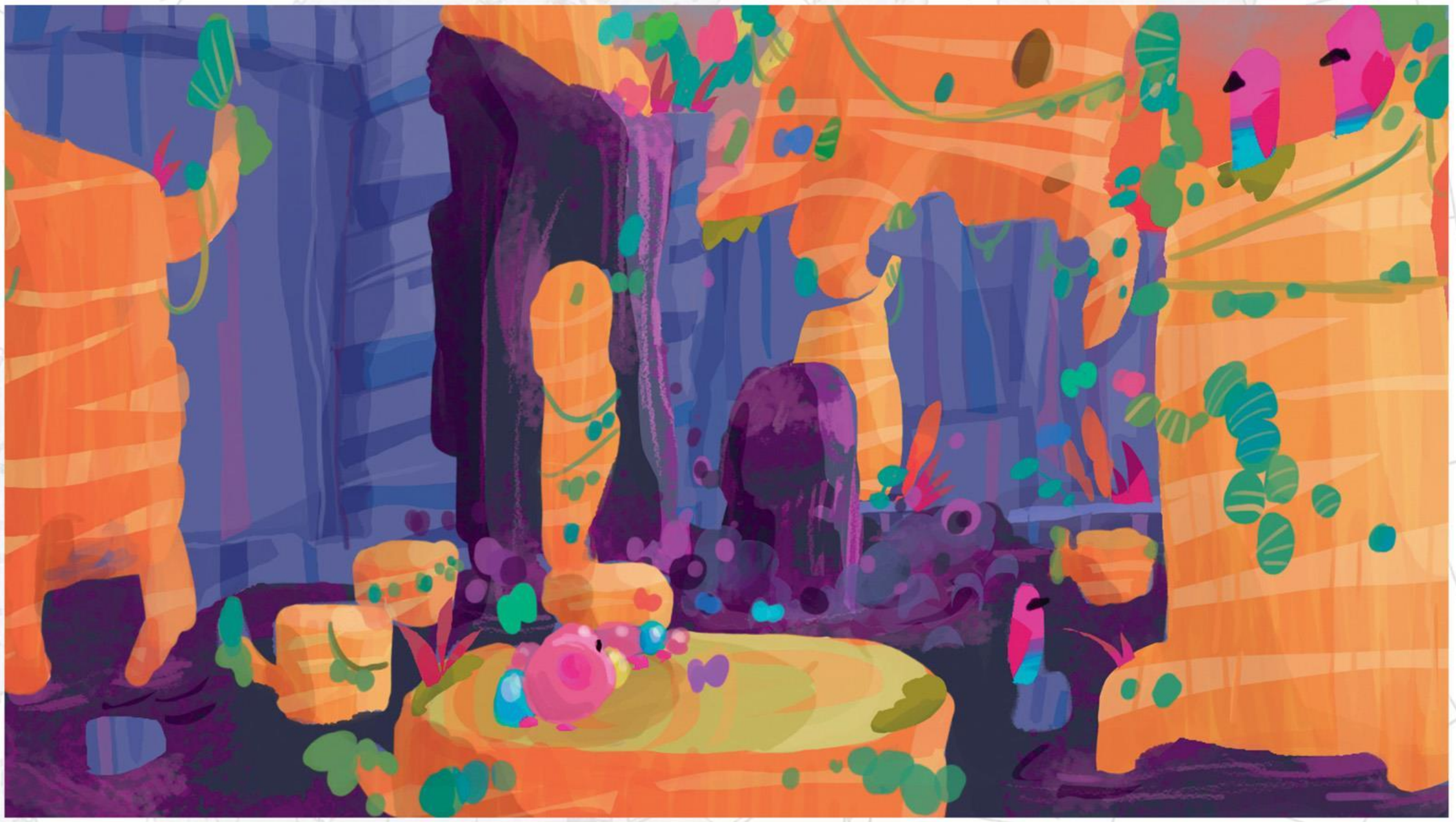
Mario must make his way to Klepto on his own. Cap actions aren't available in this trial.

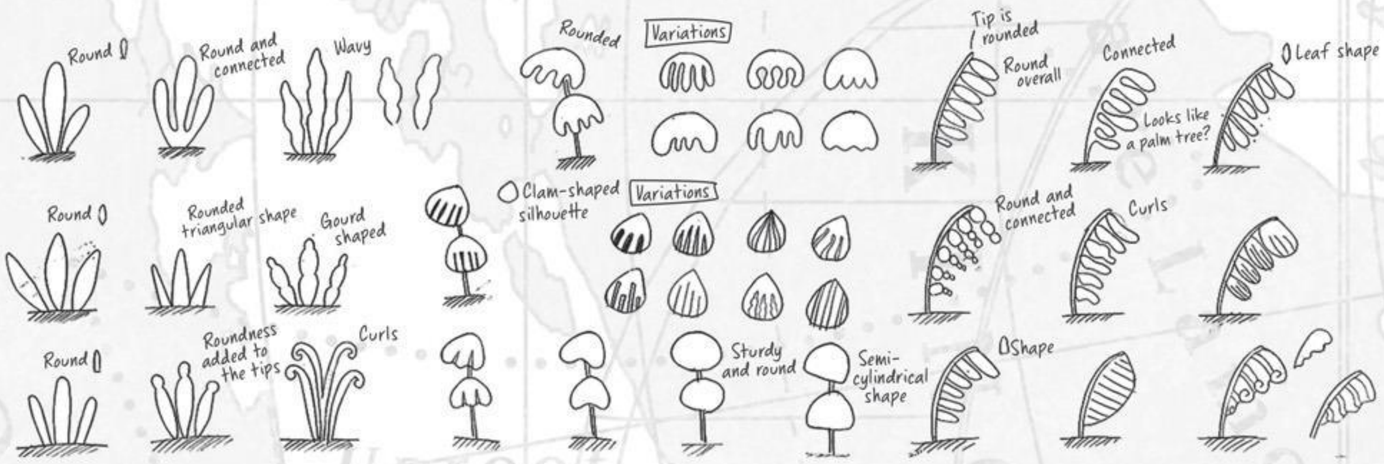
NOTES

A Tropical Paradise on Insidious Seas

The sea of poison and wide array of tropical creatures create a bizarre atmosphere on the Forgotten Isle. Its remote location has left the Lost Kingdom in isolation, which might explain the lack of visitors and the unique ecosystems. The bizarre and enigmatic nature of this island bewitches its few visitors and has earned it the ominous nickname "final paradise."

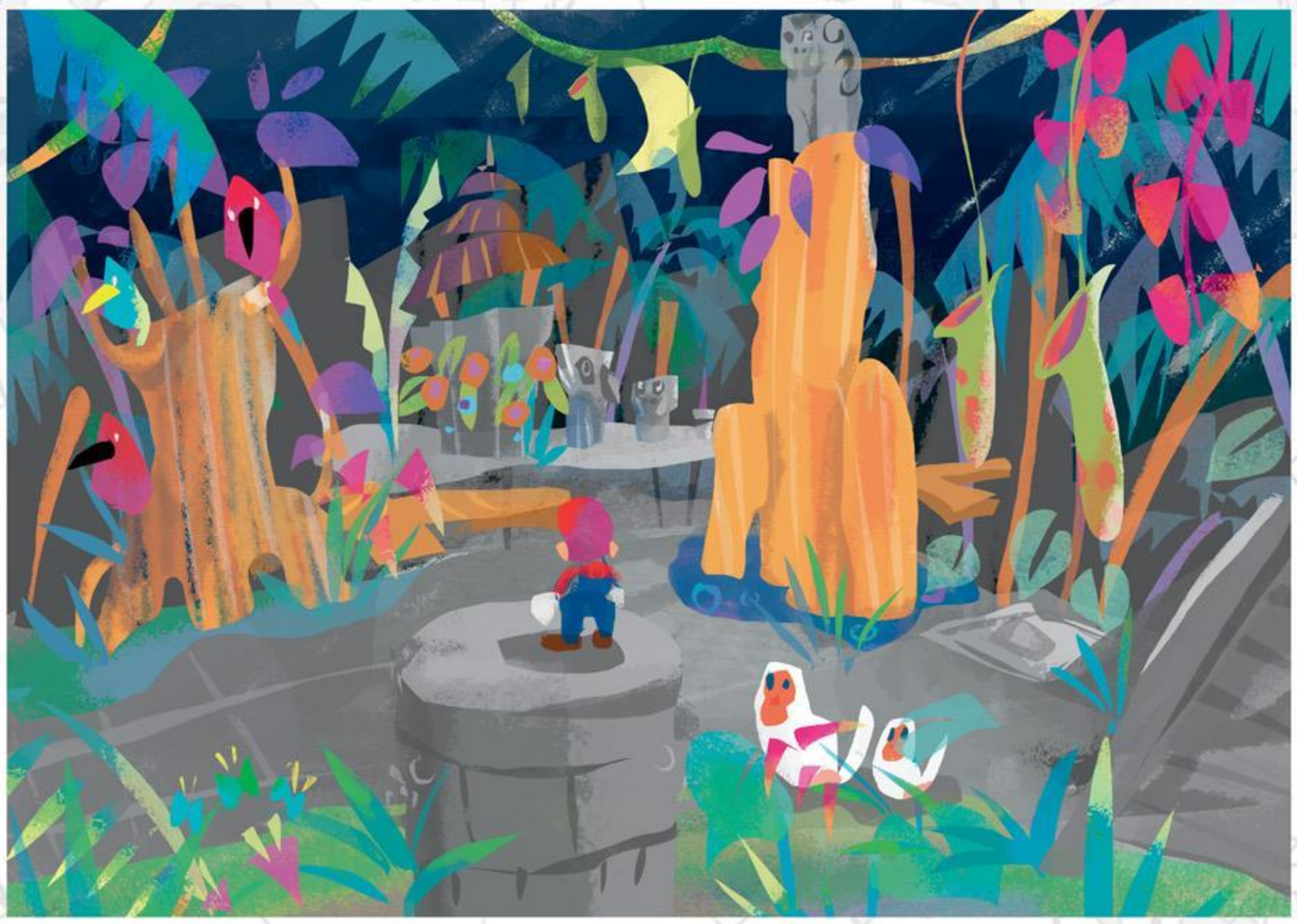
The Lost Kingdom sits on a series of small islands. Precarious footholds abound, so watch your step!





Rough Sketches of Vegetation

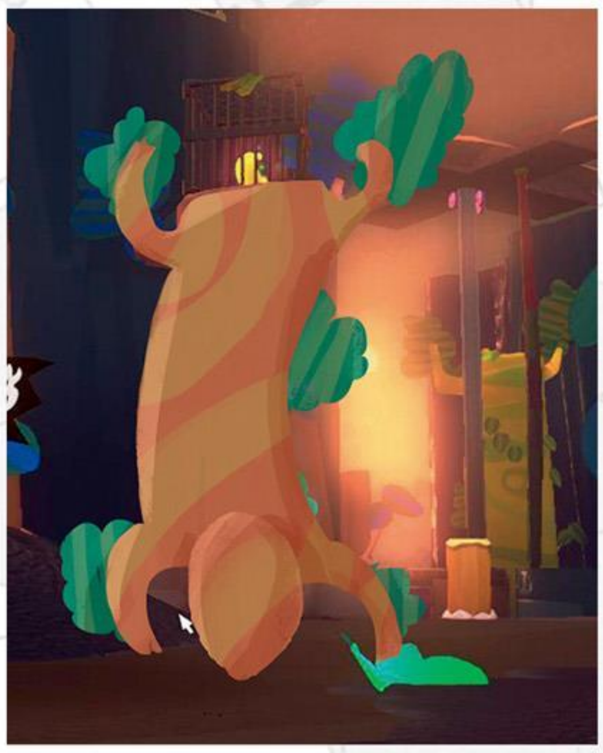
Preliminary Designs



Rough Sketches

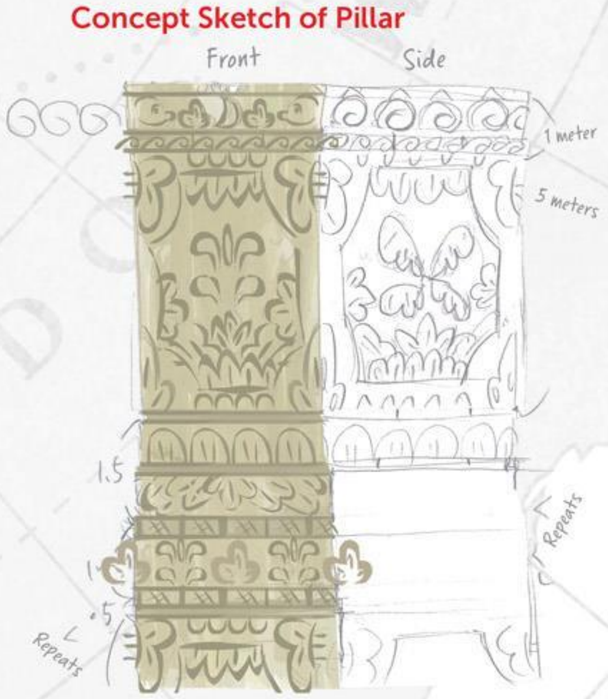
Preliminary Design

Preliminary Design



Preliminary Design of Ancient Blocks

Concept Sketch of Pillar



TIPS

Shifting Stone Ruins

Some of the ancient structures dotting the landscape are in constant motion. Mario must trigger others. The purpose of these objects is unclear, but they demonstrate that the island's ancient civilization was proficient in such technology. The patterns on the ruins are sure to spark curiosity.

These propeller-shaped ruins move under their own power. Who knows what force keeps them in motion?

Pounding the ground on the high side of these ruins forces them into the dirt, raising the other side in its place.

TIPS

Source of the Starburst in the Forgotten Isle

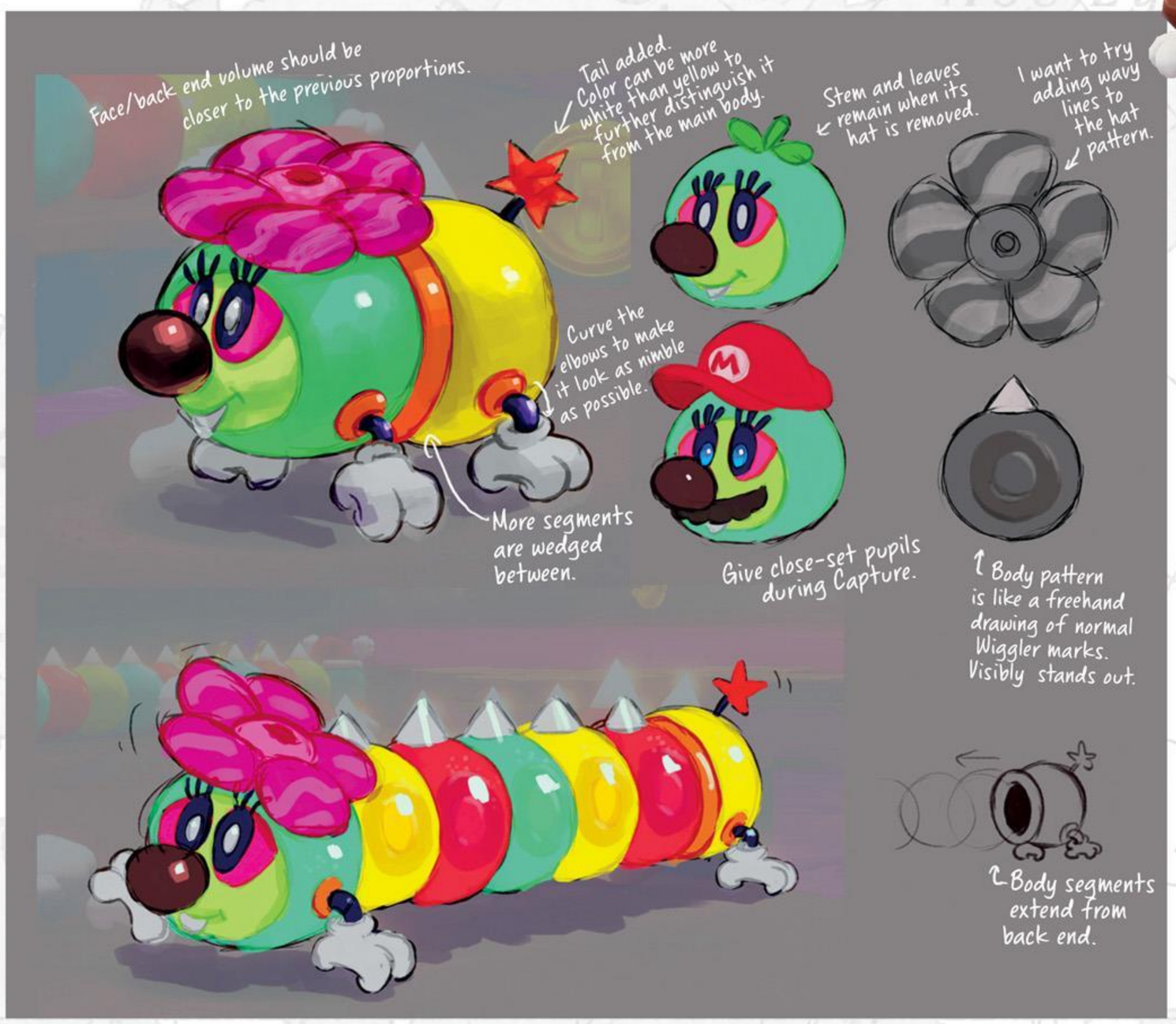
Eagle-eyed players may note the starburst pattern on ruins and items around the Lost Kingdom. This indicates a place where a change will occur when Mario performs a Ground Pound. This mark is thought to originate in the Forgotten Isle ruins, suggesting its former residents spread out to other kingdoms.

When you see a starburst, you know what to do! Who knows what'll happen?

The shape even appears on certain enemies. Like the switches that bear the mark, these foes are weak against strikes within the symbol.

Tropical Wiggler

This creature expands and contracts its colorful body to move between fixed locations. It is easy to Capture.


Face/back end volume should be closer to the previous proportions.
Tail added. Color can be more white than yellow to further distinguish it from the main body.
Stem and leaves remain when its hat is removed.
I want to try adding wavy lines to the hat pattern.
Curve the elbows to make it look as nimble as possible.
More segments are wedged between.
Give close-set pupils during Capture.
Body pattern is like a freehand drawing of normal Wiggler marks. Visibly stands out.
Body segments extend from back end.

Design

The flower on the head is fluffy to make it look sillier.
Like a mad, exotic Wiggler.
Gaze is off. Eyes are primary colors and don't reflect the landscape around it.
Like an educational toy.
Grips the ground, so make these into hands.

View from above
Hat has a daisy motif. Coloring should be similar to that of this image, but should balance with that of the landscape too, so it's okay to change it.

Design

Trapeetle

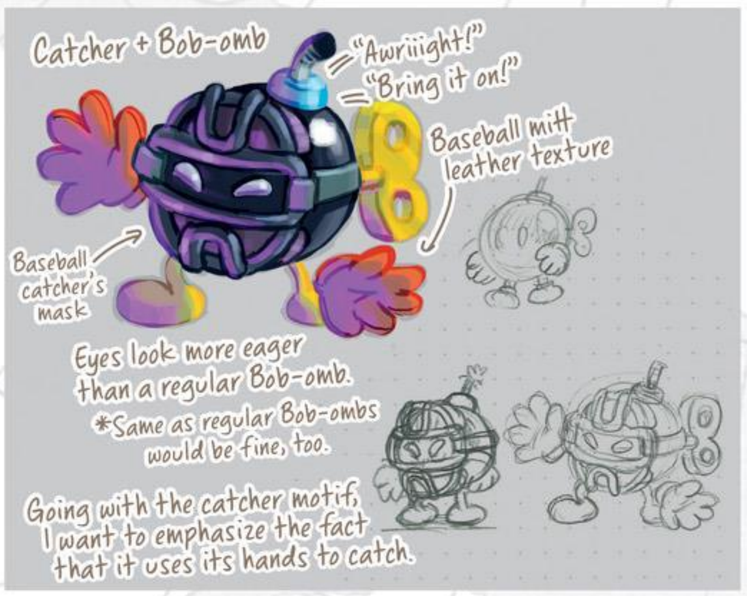
Grabs on to anything thrown at it—including Mario's cap. It'll fly toward Mario, detonating on impact.

Design Elements

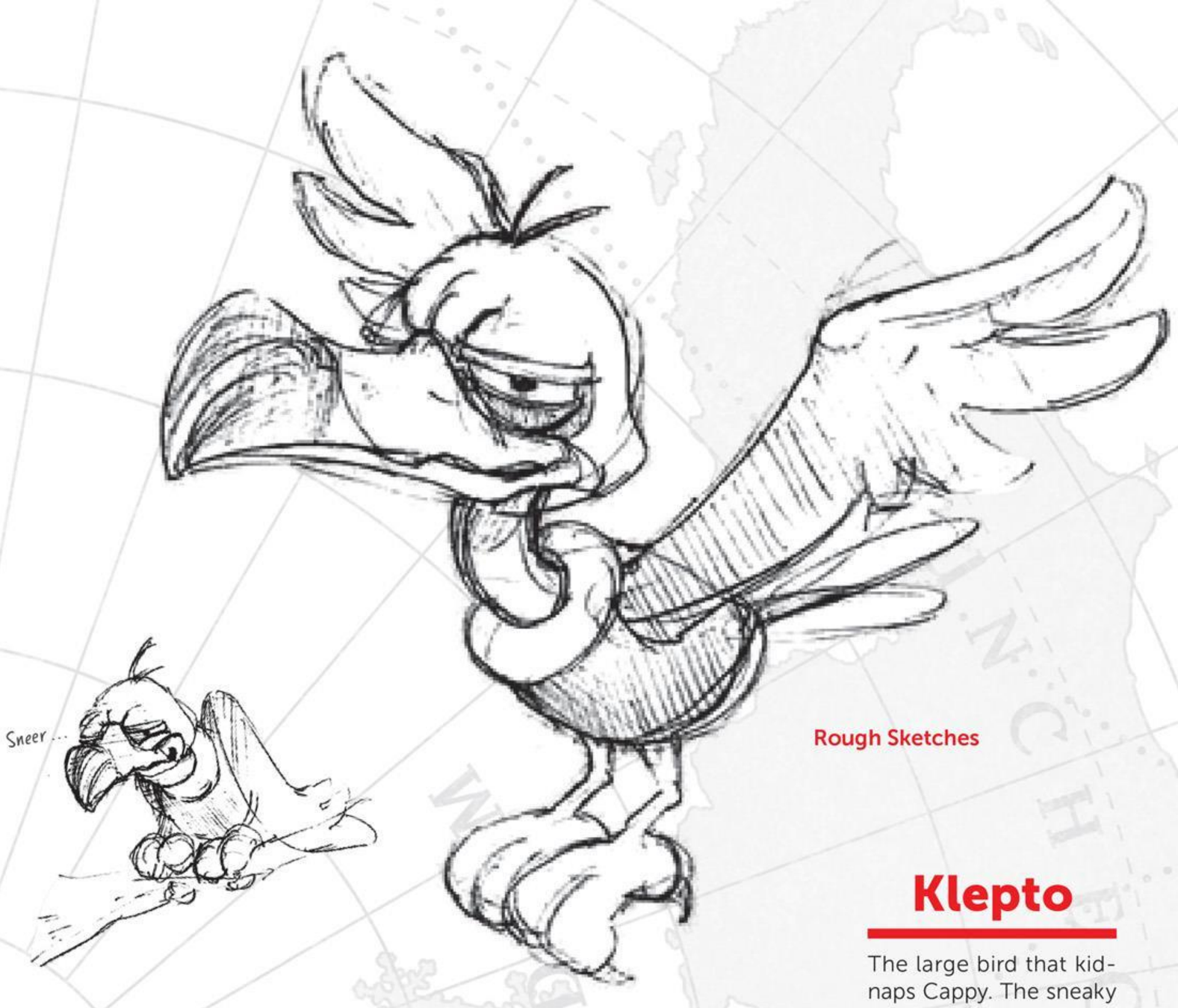
Insect-like, thorns, limbs

Design

The placeholder model works, but the hands give it a sense of intelligence, so I tried a version without them.
Like a toy?
Catches with its mouth.
The eyes sparkle when it catches!
These devices let it stand up.
Doesn't need to be the same design as the Koopa Clown Car, but add some flair that matches the stage.
Stands up with suction cups.
New
Bowser's minions' explosive: "Mechabob-omb." It attacks Mario, then detonates for good measure.


Catcher + Bob-omb
"Awriiight!"
"Bring it on!"
Baseball mitt leather texture
Baseball catcher's mask
Eyes look more eager than a regular Bob-omb.
*Same as regular Bob-ombs would be fine, too.
Going with the catcher motif, I want to emphasize the fact that it uses its hands to catch.

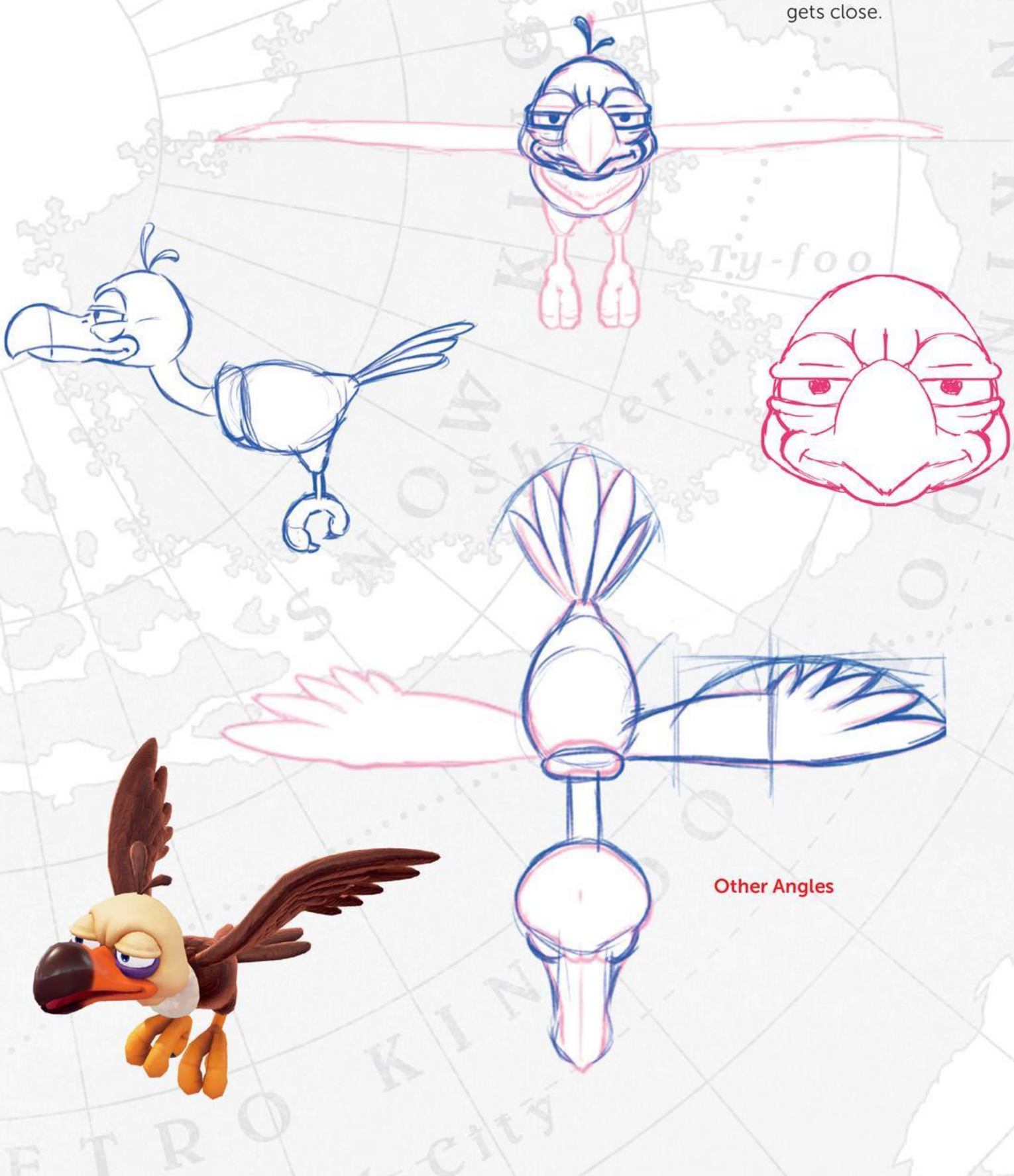
Design



Rough Sketches

Klepto

The large bird that kidnaps Cappy. The sneaky thief flies off when Mario gets close.



Other Angles

TIPS

Tricky Traversal with the Tropical Wiggler

The Tropical Wiggler comes and goes as it pleases over the small islands. Its adorable face reflects its weak attack power. Still, the spikes on its body mean Mario should approach with caution. When Captured, it can move by fixing its hind legs in place and extending its body forward. Use this ability to cross narrow platforms with ease. The sound effect when it stretches and contracts was made using an instrument called a concertina.

Extend and retract this cute creature's body to move safely between platforms.

The colorful butterflies found all over the island may be the adult form of the Tropical Wiggler.

STORY

Catch That Klepto!

The moment Mario starts exploring the Forgotten Isle, Klepto swoops in and abducts Cappy. Its skill with that large beak is no joke; even Captain Toad claims he fell victim to the kidnapping terror. Before he gets back to chasing Bowser, Mario must rescue Cappy from Klepto's clutches, find more Power Moons, and restore the *Odyssey*.

Klepto flees when Mario is near, so use the local architecture to arrange a rescue!

Metro Kingdom

New Donk City

DESIGNER'S NOTE

Of all the kingdoms Mario visits, the Metro Kingdom is the most representative of the real world. Realistic objects like the buildings and traffic lights remind players just how amazing Mario's jumping ability is. Can you imagine what what it would be like if Mario appeared where you live? If you could jump like Mario? We wanted the game to inspire these exciting ideas. Putting Mario in such a different setting emphasizes how much significance his character has. Mario can go anywhere, and it will be a *Mario* title!

The song sung by Pauline at the game's finale, "Break Free," is a song celebrating all players, encouraging them to seek out new experiences without fear.

Director Kenta Motokura

WORLD DATA

Population:	Crowded	Currency:	Portrait stamped
Size:	Ridonkulous	Industry:	Information, ads
Locals:	New Donkers	Temperature:	Average 81°F

A kingdom of urban sprawl, with high-rises lining the busy city streets. Under the leadership of Mayor Pauline, the suit-clad New Donkers work in an array of leading industries. The festivals they occasionally hold are quite popular.

Power Moons

85

Regional Coins

100

Map

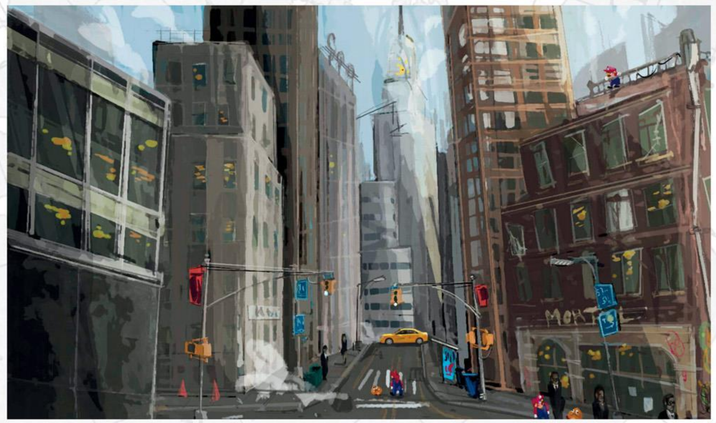
Concept Art

Ideas and sketches made as the Metro Kingdom was being put together. City blocks and local landmarks are depicted here.

Concept Art

Rough Sketch

Preliminary Design



Preliminary Design

DESIGNER'S NOTE

Among the many different lands, the Metro Kingdom stands apart, and its look underwent many changes to reach its final design. Making this world a setting far removed from that of the Mushroom Kingdom stoked the lead designers' imaginations, which shines through in their sketches.

The design went from life-sized buildings to cartoony proportions before we settled on the more realistic look. In addition, we researched various architecture styles, which influenced our design. This, together with the visual impact of Mario's presence here, was an important consideration. We always made sure to keep Mario in mind while fleshing out the city. The visual of Mario in the Metro Kingdom highlighted the freedom of expression central to *Mario* games.

This land symbolizes the game from its earliest days of development, including the trial and error inherent to the process. We got the reactions we had hoped for during the trailer presentation and after the game launched, which was a great relief to us.

Art Director Rikuto Yoshida

STORY

Monster Mayhem, Blackout Blues

The *Odyssey*'s next stop is New Donk City. This particular evening, the metropolis is blanketed by torrential rain. It seems that Bowser came to this populous kingdom to get the word out about his impending nuptials. By the time Mario and Cappy arrive, the city's billboards have already been changed and posters are plastered all over. And as if that weren't enough, a strange monster has attacked, plunging the city into darkness. Seeing the skyline once known as the "million-coin view" thrown into such chaos must have Mayor Pauline at her wits' end!

Power outages and heavy rain assault the nighttime city. The only light comes from the billboards advertising Bowser's wedding.

The source of the trouble can be found at New Donk City Hall. Better head there fast!

NOTES

The Towering City Skyline

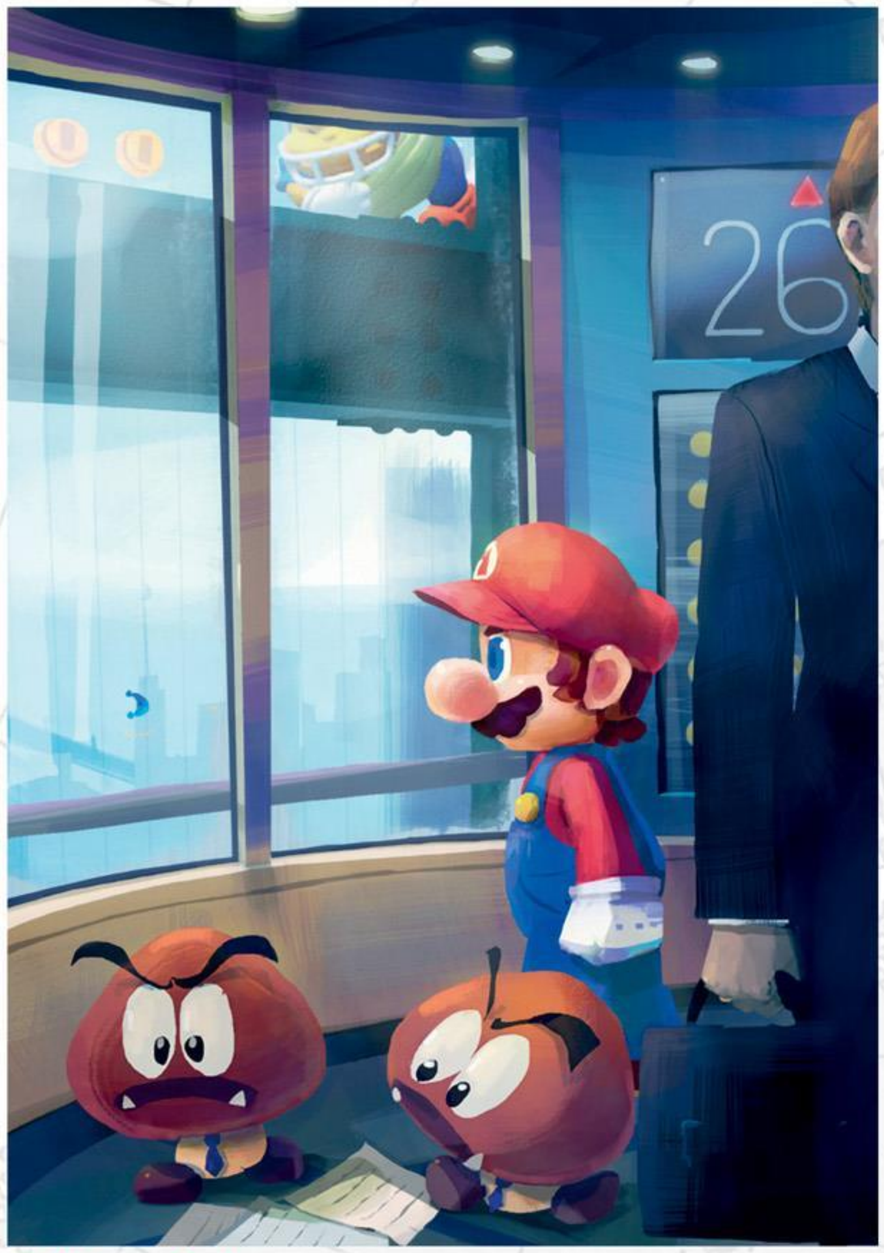
The lively setting of New Donk City is teeming with people. The densely packed buildings offer shopping, attractions, and more for all to enjoy.

People bustle through the city. A variety of shops are part of the tall buildings.

Further construction can be spotted on the outskirts of town. Feel free to check it out; just don't look down . . .

Preliminary Design

Preliminary Design



Preliminary Design

Preliminary Design

Preliminary Design

Preliminary Design

NOTES

Classic Designs Make a Comeback

Mario and Mayor Pauline both made their first appearances in the 1981 game *Donkey Kong*. Perhaps this connection explains the familiar motifs in the kingdom. The fusion of modern and classic styles adds a unique flair to the cutting-edge city.

An illustration of Mario from his first appearance in 1981. Comparing it to his current look really emphasizes his evolution.

The red steel girders around the construction site look like those found in *Donkey Kong*.

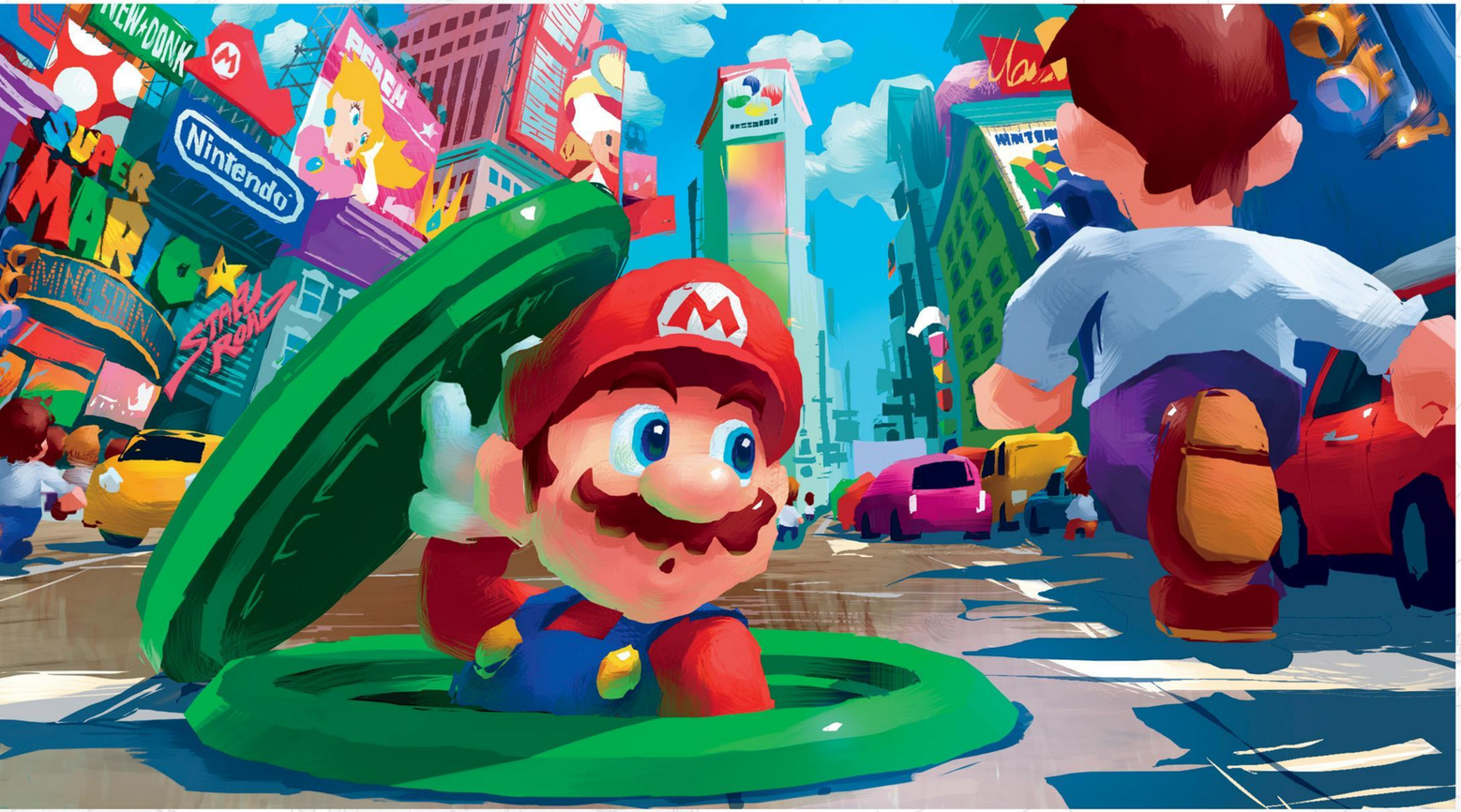
NOTES

Honoring the Kong Family

The streets of New Donk City are named after members of the Kong family who appear in the *Donkey Kong Country* series. The main street was christened Cranky Avenue and the Crazy Cap shop can be found on Dixie Street.

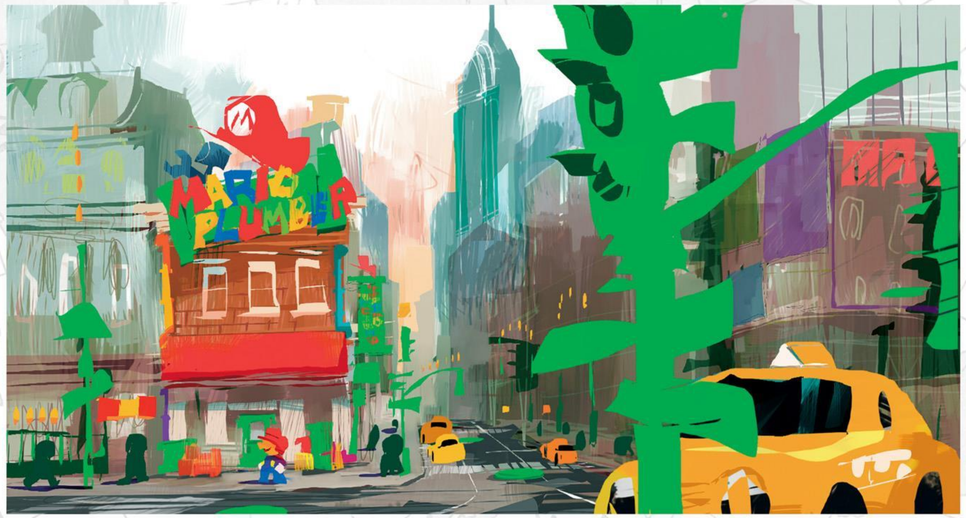
Rambi and Rattley Streets are in front of City Hall. Just a couple of the Kongs' animal friends!

This naming convention doesn't stop with the streets—look at Candy's Café or Dixie Theater, for example.

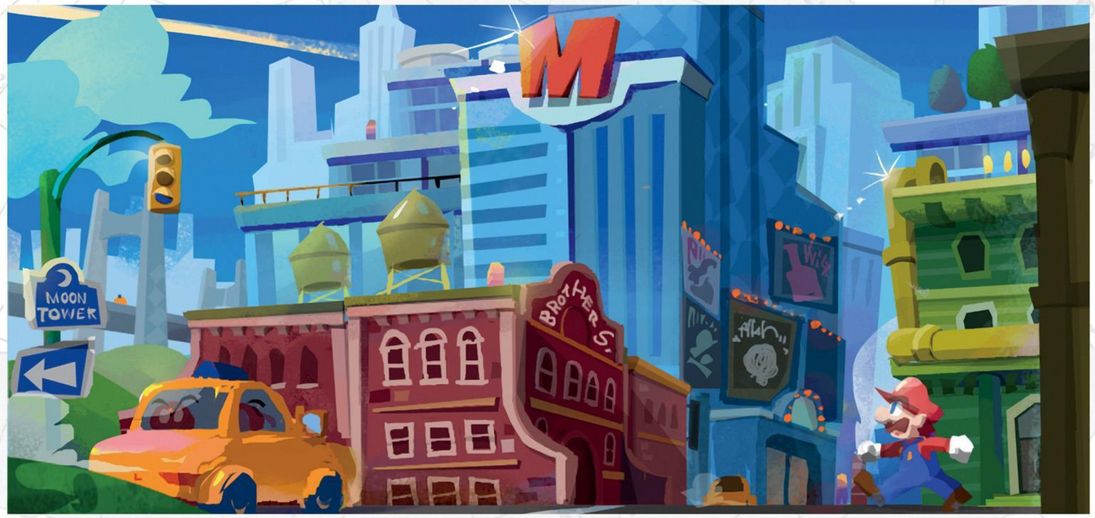


Preliminary Design

Preliminary Design



Preliminary Design



Preliminary Design

SECRETS

Haven of Hidden Heritage

8-bit versions of Cat Mario and Cat Peach are hidden in several kingdoms. They can be found on walls and hidden from view. Hitting one with Cappy yields ten coins from Mario or a heart from Peach. Neither is present in Nimbus Arena or Crumbleden.

These 8-bit characters can be found in and around New Donk City Hall. Here's a hint for Cat Peach!

Eagle-eyed players can even find 8-bit Rosalina at Rabbit Ridge or Culmina Crater. Like Mario, she yields a ten-coin payout.

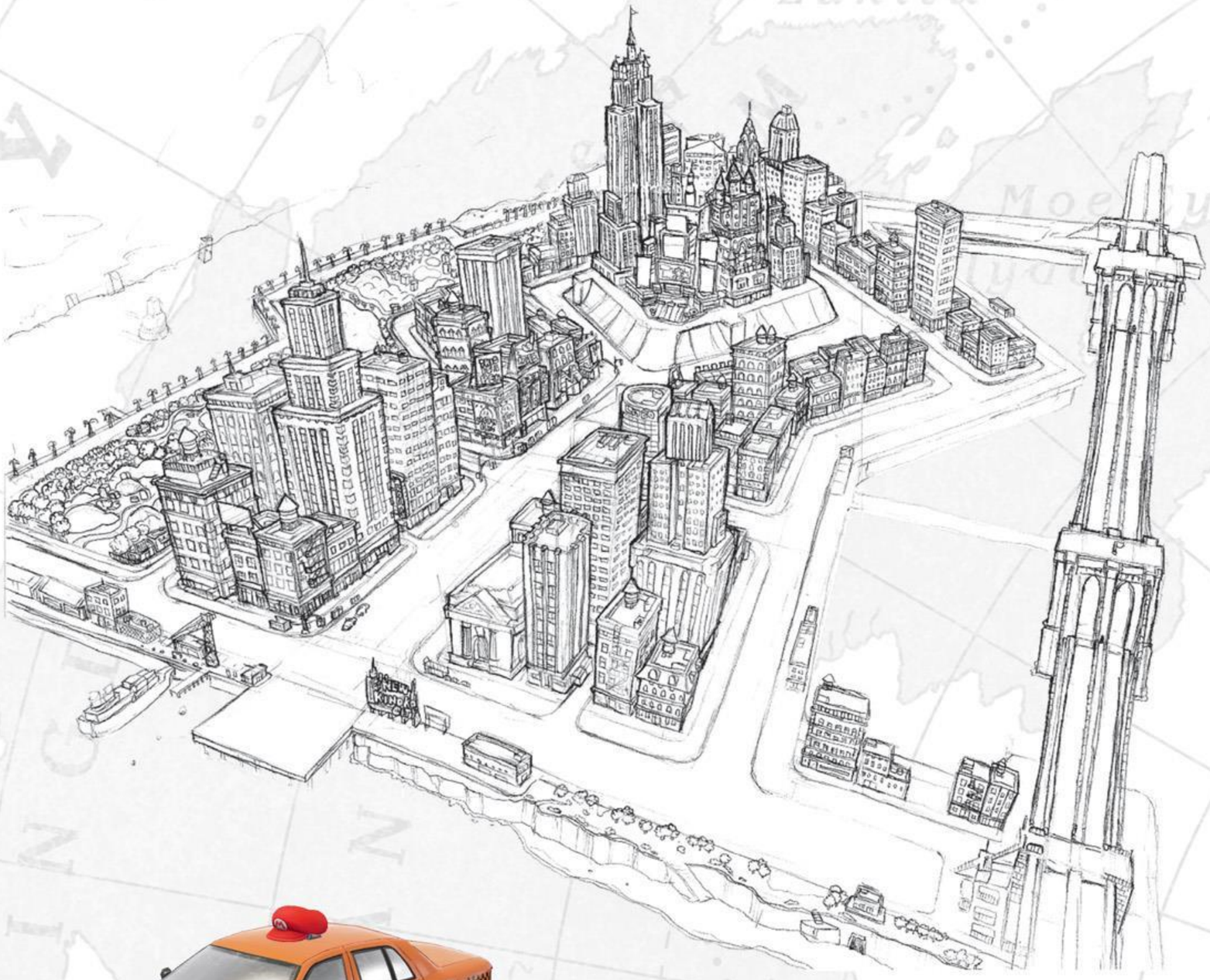
SECRETS

What the Cat Dragged In

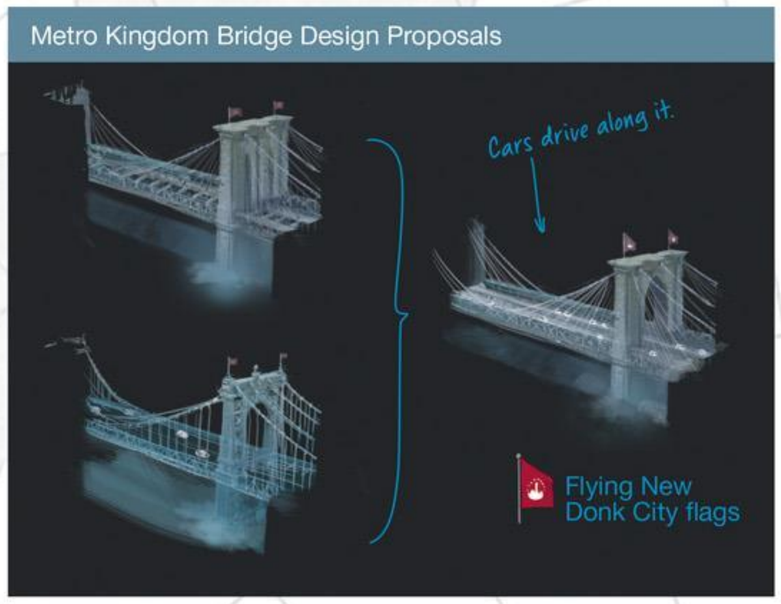
On very rare occasions, entering a shrub or a tuft of grass will cause an 8-bit Cat Mario sprite to pop out. You might be treated to this adorable sight in places like the grassy areas of Tostarena.

An 8-bit Cat Mario may occasionally jump out when Mario runs through the greenery around City Hall.

8-bit Cat Mario hides in other kingdoms too, so keep an eye out for him!



Rough Sketch



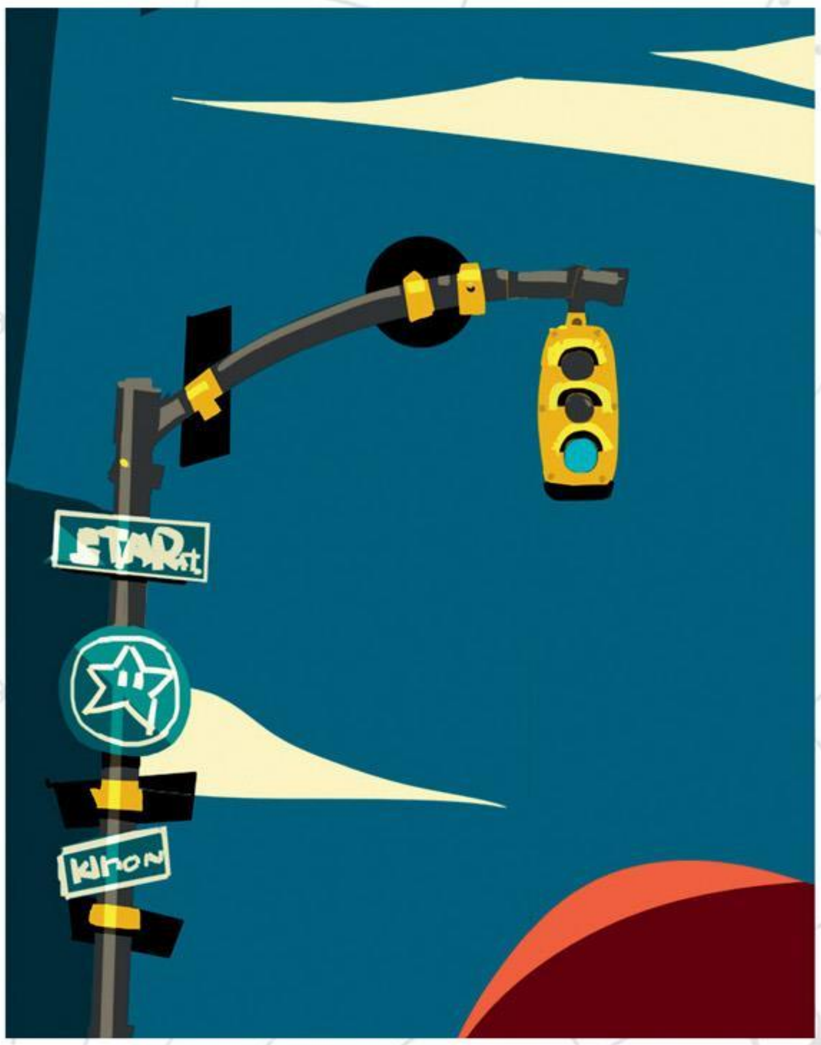
Bridge Design

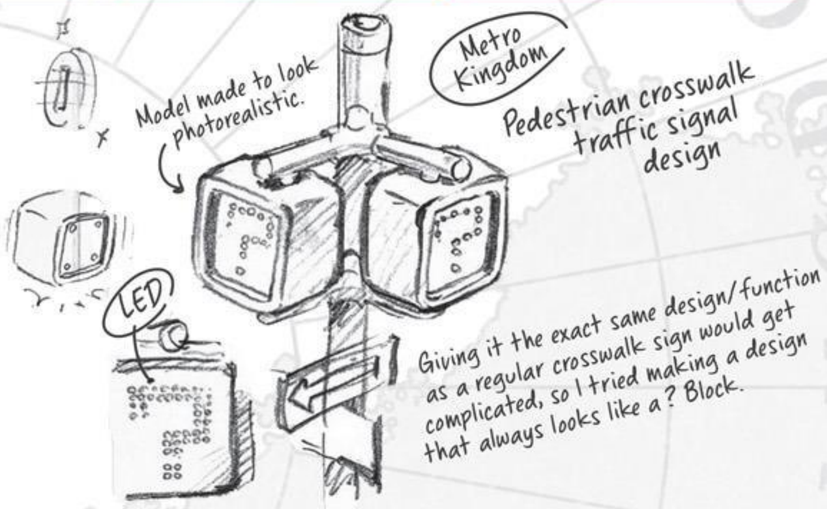
Taxi Design

Logo and Flag Designs

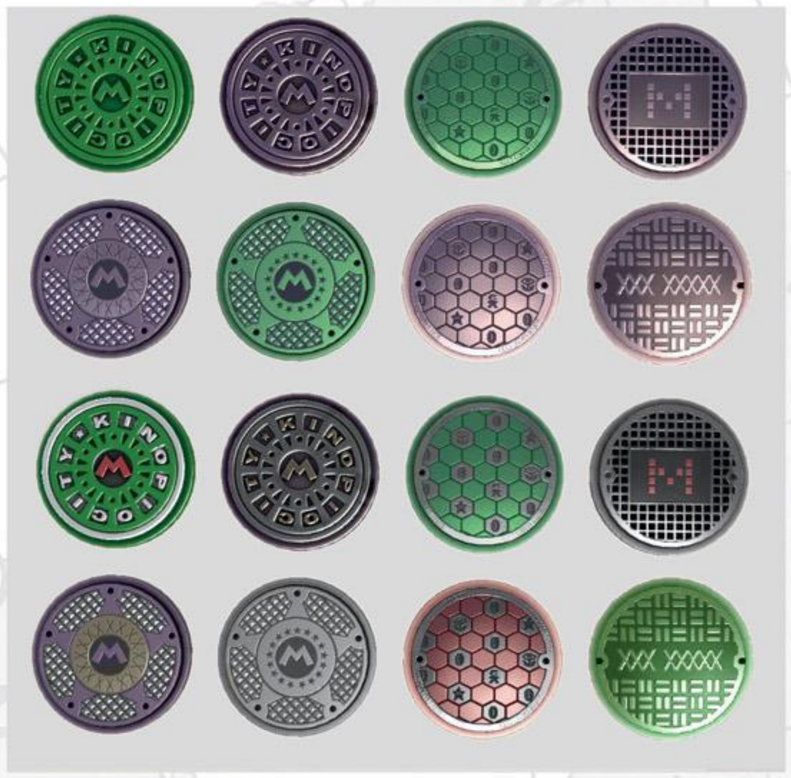
Flag
• Hangs on the sides of buildings
• A more somber color than goalposts
• Maybe insert the kingdom flag here
ONE WAY
Lamppost
• Power Moons shine inside transparent globes
• Color of pipes or bricks
Water tower
• Sits on top of buildings
Same function as the fire hydrants.

Street Feature Designs

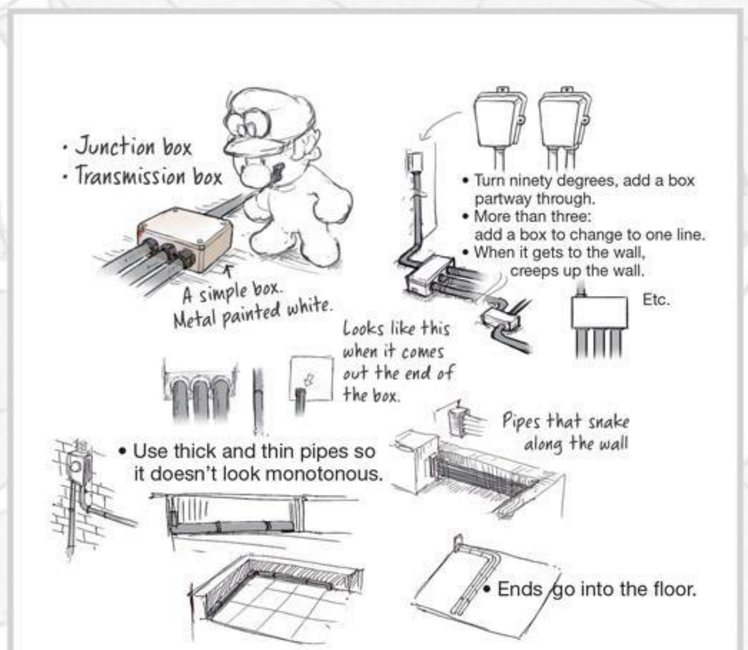



Model made to look photorealistic.
Metro Kingdom
Pedestrian crosswalk traffic signal design
LED
Giving it the exact same design/function as a regular crosswalk sign would get complicated, so I tried making a design that always looks like a ? Block.

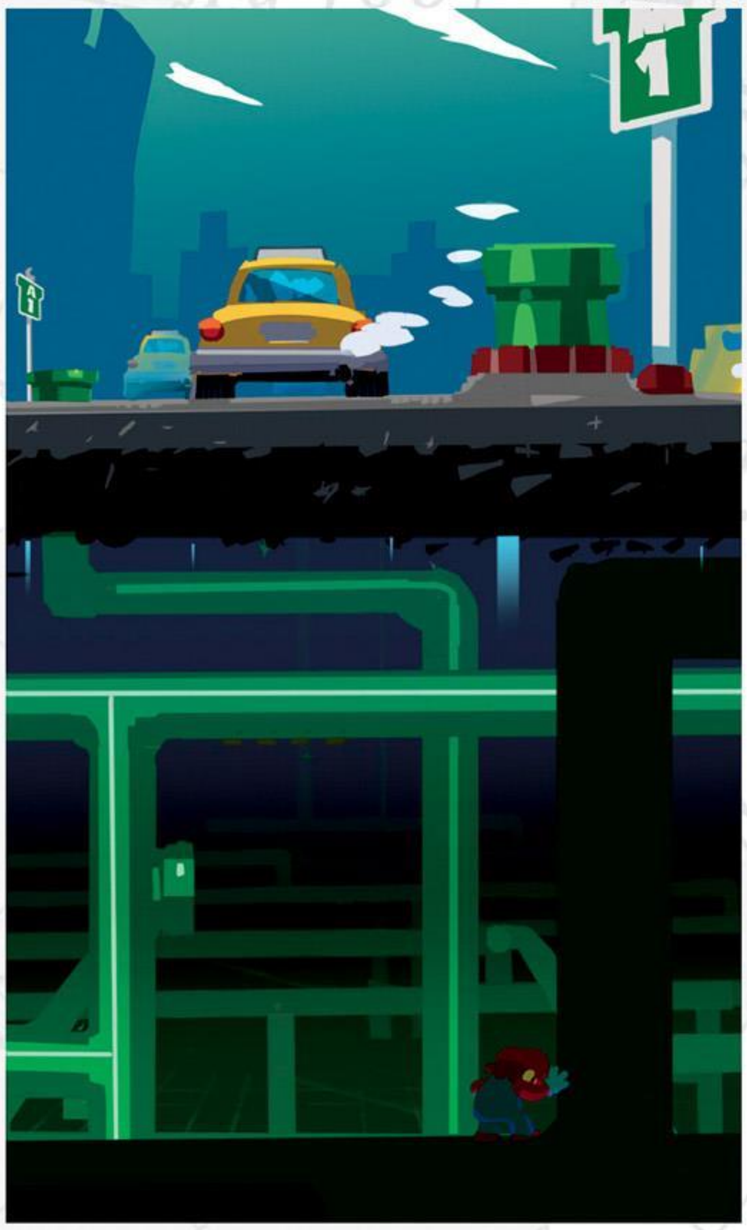
Traffic Signal Design



Manhole Designs


• Junction box
• Transmission box
A simple box. Metal painted white.
• Turn ninety degrees, add a box partway through.
• More than three: add a box to change to one line.
• When it gets to the wall, creeps up the wall.
Etc.
Looks like this when it comes out the end of the box.
Pipes that snake along the wall
• Use thick and thin pipes so it doesn't look monotonous.
• Ends go into the floor.
Sewer Grate / Air Vent
Latch
Off-white frame inside
Aluminum?
Same material as the windows, fogged glass in the middle.

Street Feature Designs



TIPS

A Scooter Suited to City Life

The speedy and maneuverable motor scooters found around this kingdom are perfect for getting from point A to point B. Dart among the buildings and try out HD Rumble–the vibration gets stronger when you rev the engine! Turning in one direction adds even more rumble to the Joy-Con on that side.

Good handling, simple acceleration, and jump controls make for a versatile ride.

A parking space on a building roof. The New Donkers may have installed it, but not many people use it . . .

TIPS

Globetrotting by Taxi Ride

The taxis throughout the city do more than drive; some can be seen moving through the skies with a sail attached. They say that people use these flying cars to travel around the world. Special taxis can even be Captured and driven to a separate area.

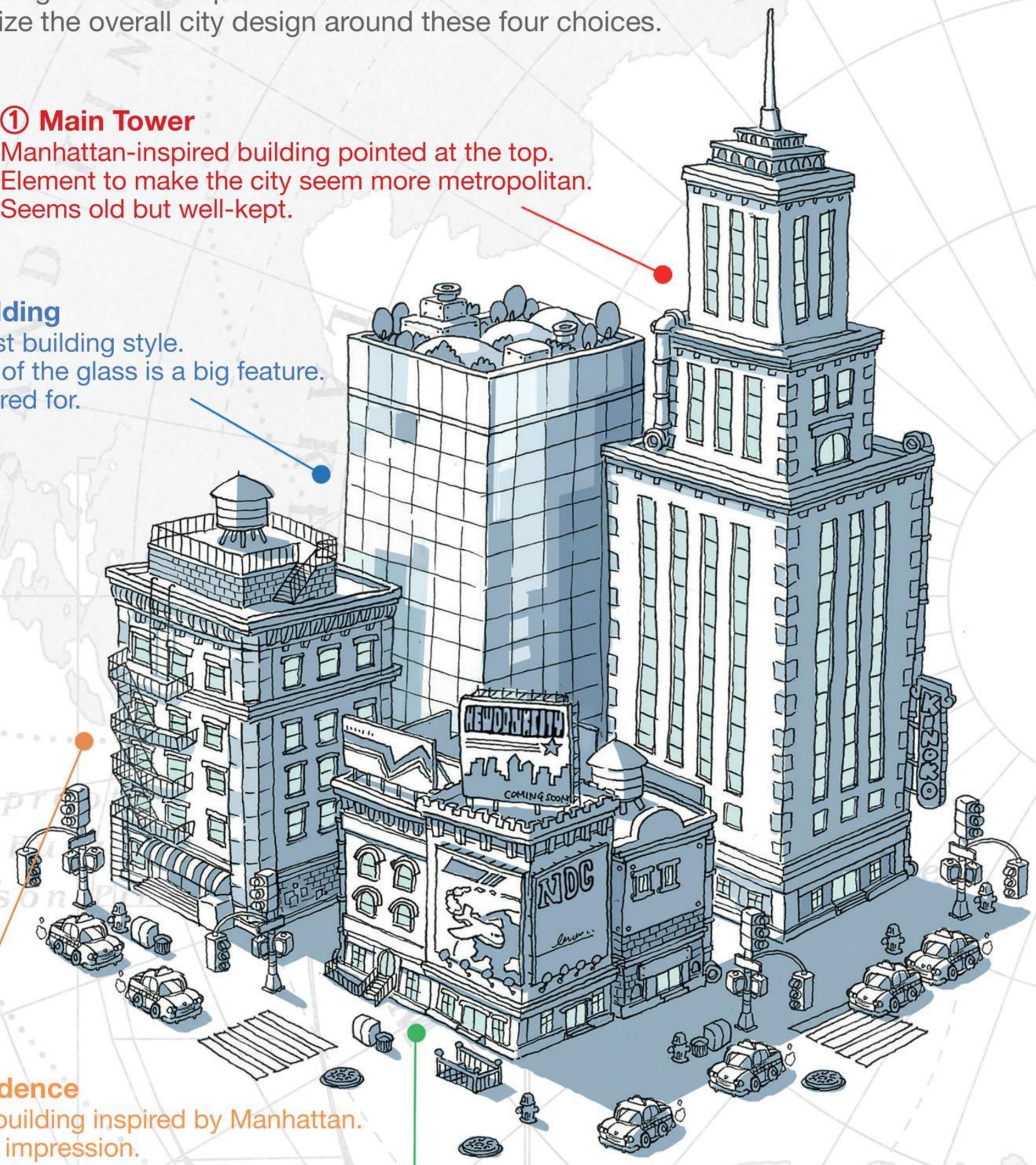
A Tostarenan traveler takes a taxi with a New Donker behind the wheel. This one is spotted at Mount Volbono.

Looking to the skies reveals flying taxis equipped with sails.

I tried making four different designs for buildings
to make things both metropolitan and "*Mario*-like."
Let's finalize the overall city design around these four choices.

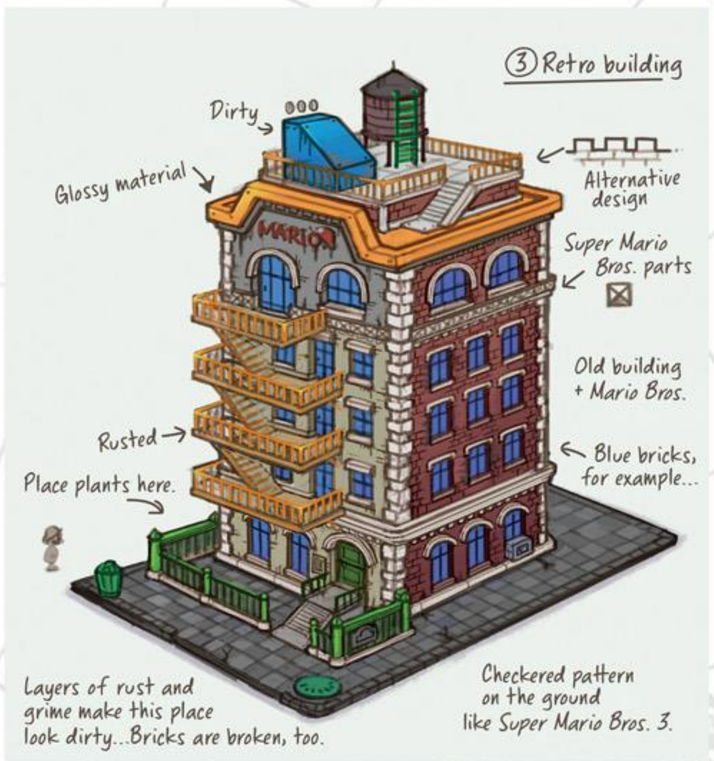
① Main Tower
Manhattan-inspired building pointed at the top.
Element to make the city seem more metropolitan.
Seems old but well-kept.

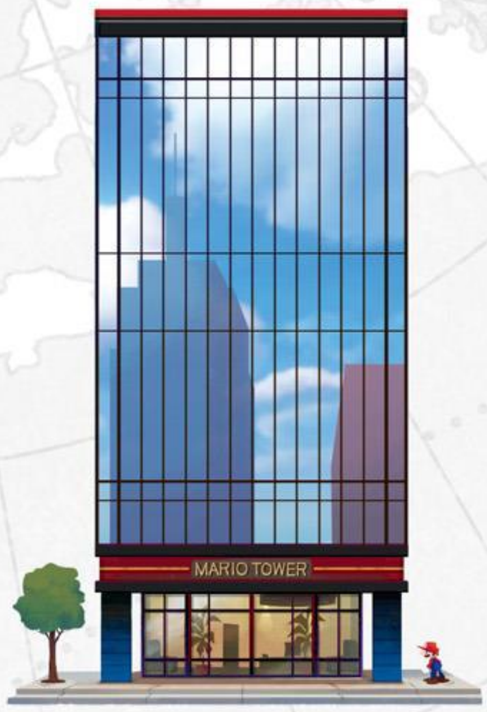
② Mirror Building
Boxy, modernist building style.
Reflectiveness of the glass is a big feature.
Old but well cared for.



③ Retro Residence
Old-fashioned building inspired by Manhattan.
Chic and sober impression.
Old and lacking in regular maintenance,
its years are clearly visible.

④ Billboard Building
Newly constructed building with billboards.
Colorful and flashy. Includes decorative illumination.
Looks as new as it is.


③ Retro building
Dirty
Glossy material
Alternative design
Super Mario Bros. parts
Old building + Mario Bros.
Rusted
Place plants here.
Blue bricks, for example...
Layers of rust and grime make this place look dirty...Bricks are broken, too.
Checkered pattern on the ground like Super Mario Bros. 3.



Preliminary Building Designs

TIPS

The Inner Life of New Donk Buildings

Open doors invite you to come inside. Unbelievable worlds await within these simple walls, so you should see them for yourself.

If the door is open, jump at the chance! Unexpected worlds can be found within.

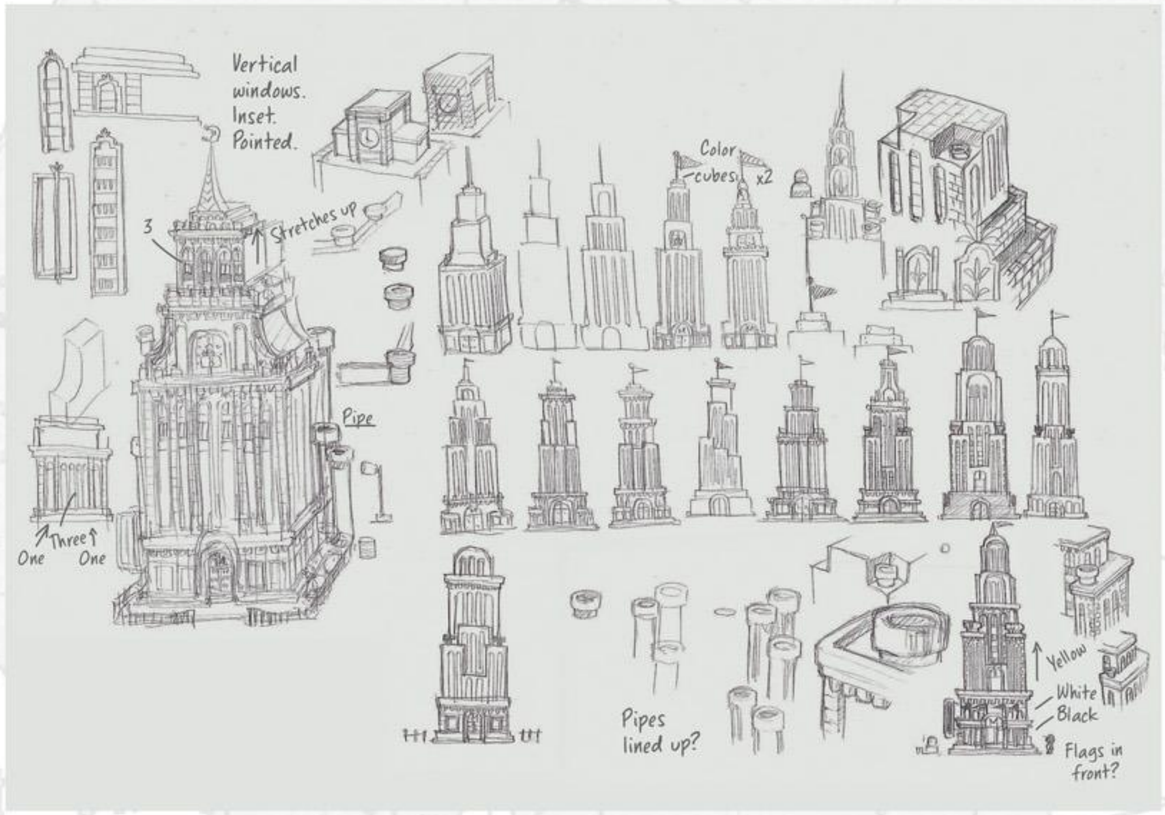
Escape from a T-Rex via motor scooter. This thrill rivals even the greatest Hollywood blockbusters.

A masterpiece, now showing in theaters. This 2D area looks familiar . . .

Mario can only enter this building if he is wearing the full Builder set.

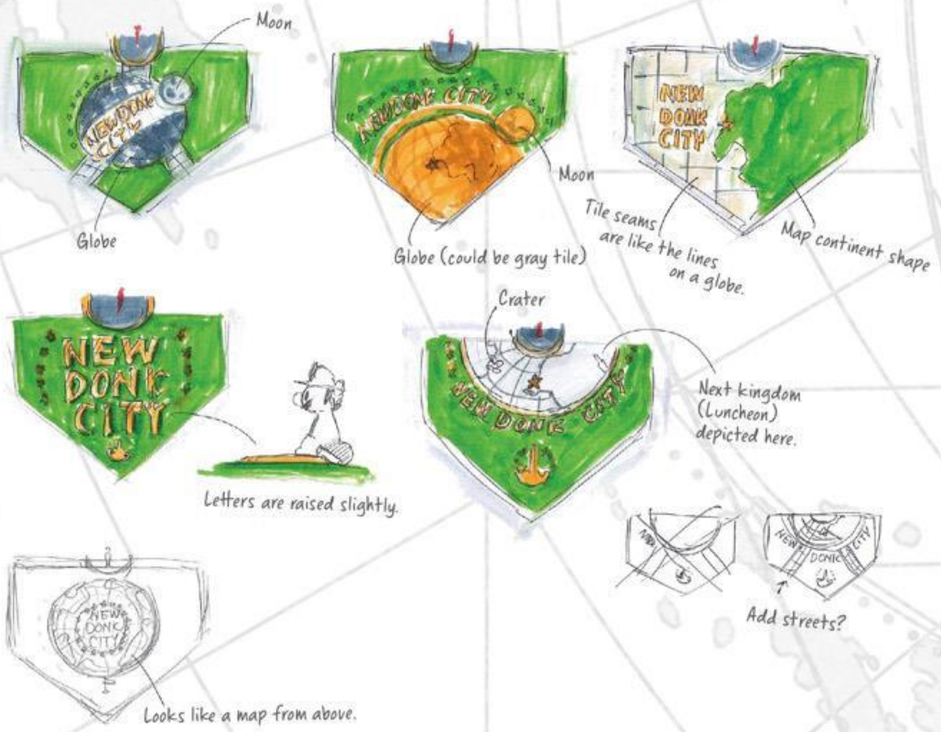
New Donk City Hall

The tallest building in the city, situated on the north end. Parts of the top floors are under construction.



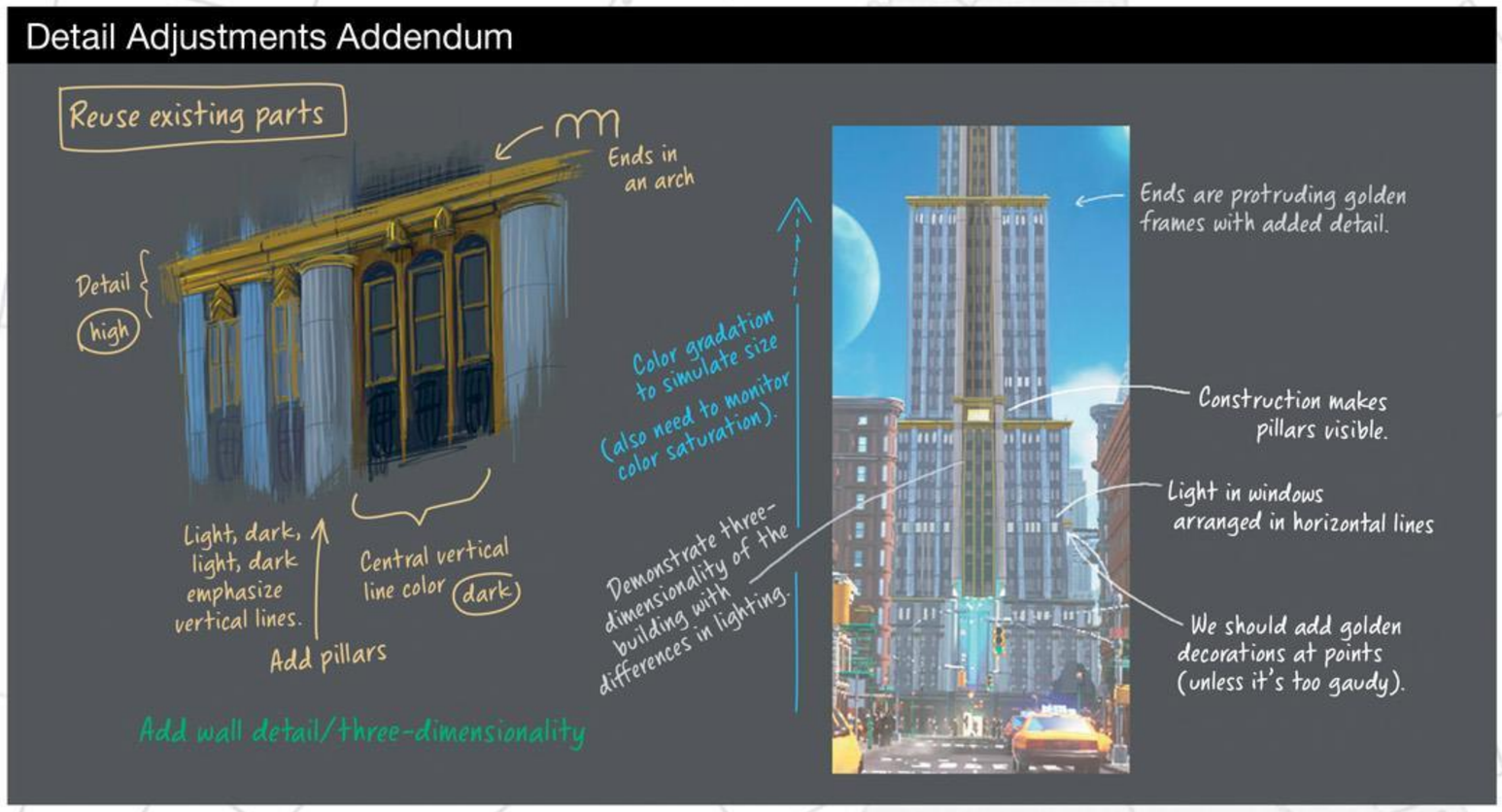
Rough Sketch

Front Entrance Design



City Hall Plaza Design

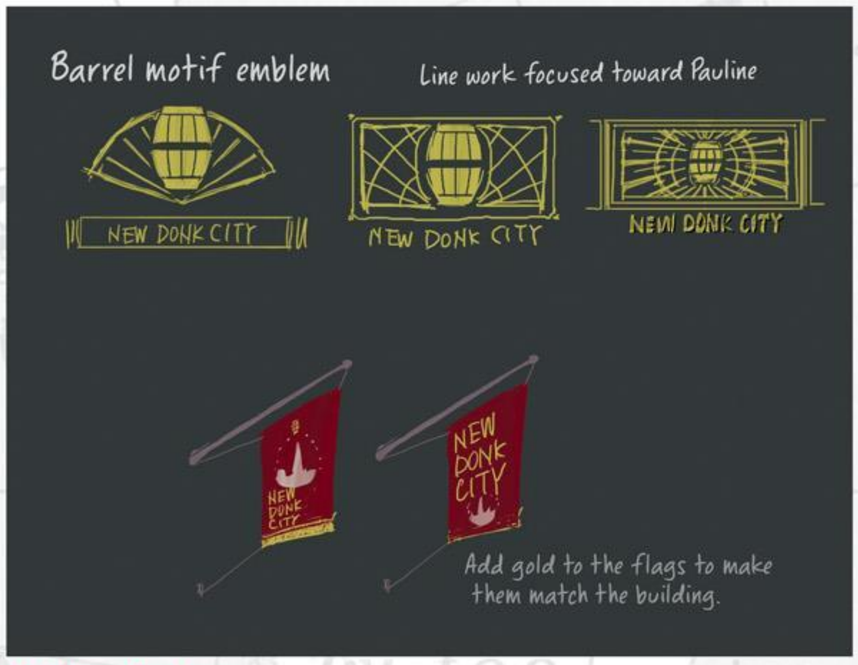
City Hall Design


Detail Adjustments Addendum
Reuse existing parts
Ends in an arch
Detail
high
Light, dark, light, dark emphasize vertical lines.
Central vertical line color
dark
Add pillars
Color gradation to simulate size (also need to monitor color saturation).
Demonstrate three-dimensionality of the building with differences in lighting.
Add wall detail/three-dimensionality
Ends are protruding golden frames with added detail.
Construction makes pillars visible.
Light in windows arranged in horizontal lines
We should add golden decorations at points (unless it's too gaudy).

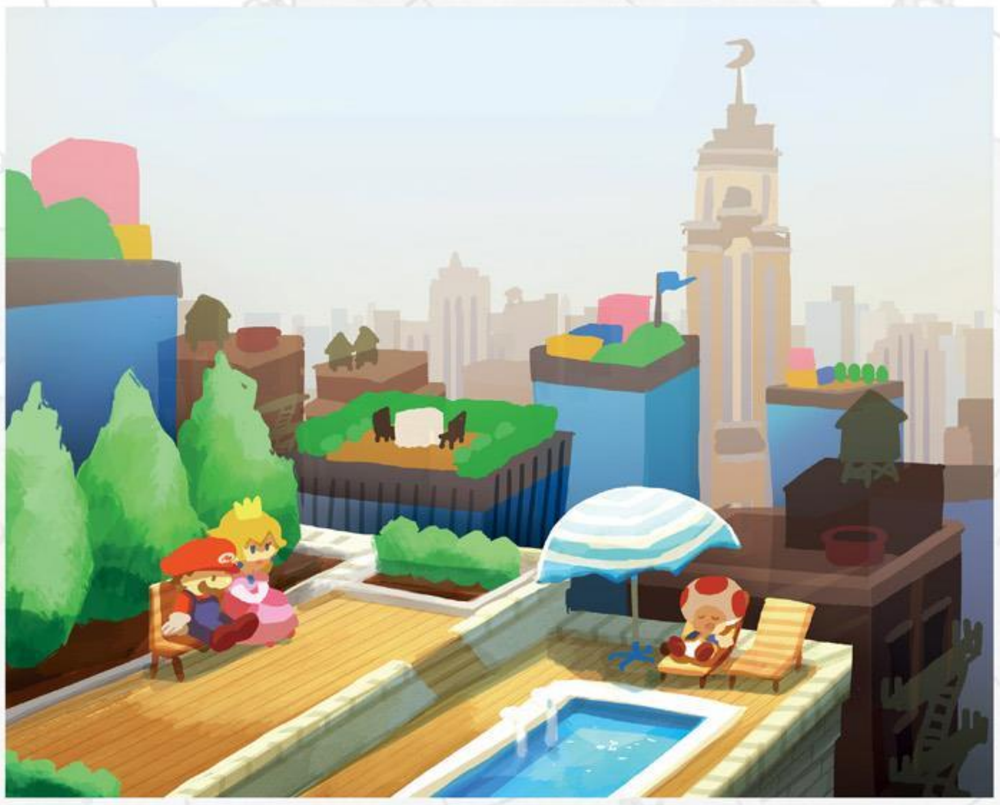
Design Adjustments

Tried adding depression to the vertical lines.
Boss stuck to the antenna
Add steps to make it look more detailed (two steps may not be enough).
Decoration (gold)
Pauline color
Maybe windows should look thinner.

Design Adjustments


Barrel motif emblem
Line work focused toward Pauline
NEW DONK CITY
NEW DONK CITY
NEW DONK CITY
NEW DONK CITY
NEW DONK CITY
Add gold to the flags to make them match the building.

Emblem Designs



Building Roof Preliminary Design

Building Roof Designs

NOTES

Site of the City's Finest Sight

City Hall, the tallest building in town, is the central symbol of the kingdom. The performance venue on the first floor is a good meeting spot for New Donkers. A popular tourist attraction is the "million-coin view" from the upper floors. Unfortunately, the interior of the upper floors is under construction. Enemies have nested here, turning the construction site into a danger zone.

Mayor Pauline watches over the people as they commute past City Hall.

The upper floors are under construction. Lifts move up and down and the platforms break easily.

Climbing to the tippy-top of the tallest building in town gives you a view of the whole city.

NOTES

The Unmoving Mechawiggler

Upon defeating the Mechawiggler, its broken head lands in Mayor Pauline Commemorative Park. Its days of terrorizing the citizens are over, but something may still be inside . . .

The Mechawiggler's leftover head. Locals survey the scene nervously.

Café

An area with tables and chairs. They can be found on certain rooftops.

Layout with tree in the middle.
Distinguish it from lawn areas.
Fence utilizes current models.

Rough Sketch

Area reached from café below.

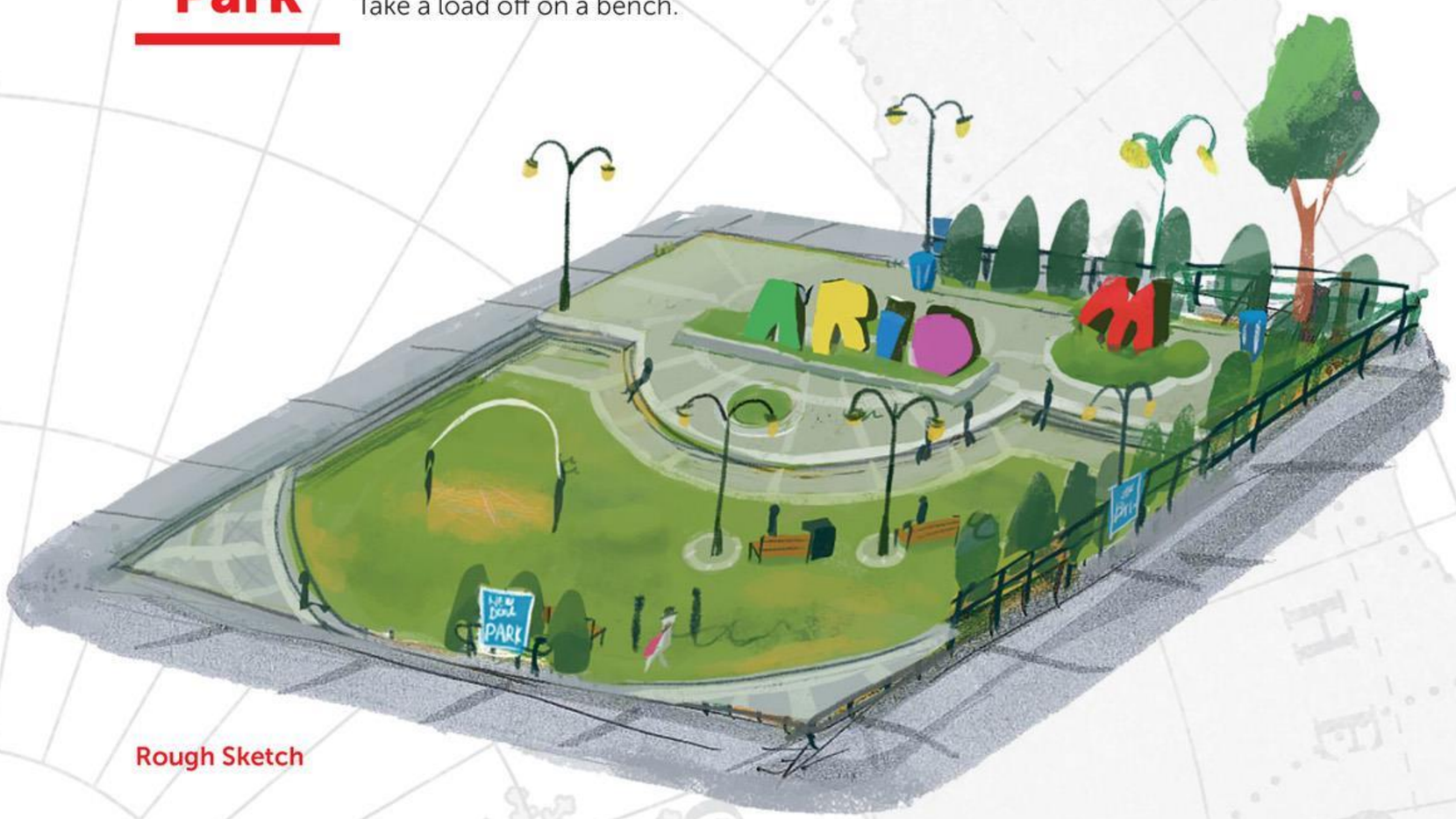
Tables in the middle.

Table Design

Café (two people) Diners Café (one person)

Park

A relaxing area filled with greenery.
Take a load off on a bench.



Rough Sketch

Sign Design

Rough Sketch

Construction Design

NOTES

Secret of the Café Computer

If you check the laptop screen in the café, you'll see an image of a Moon Rock. Many kingdoms rely on the energy the Moons provide, and this kind of research is critical to promoting growth and development. This gives players some insight into one aspect of New Donk life.

New Donkers engage in conversation and friendly chatter at the rooftop café.

This New Donker's laptop displays a Moon Rock.

TIPS

A Brief Respite for Busy New Donkers

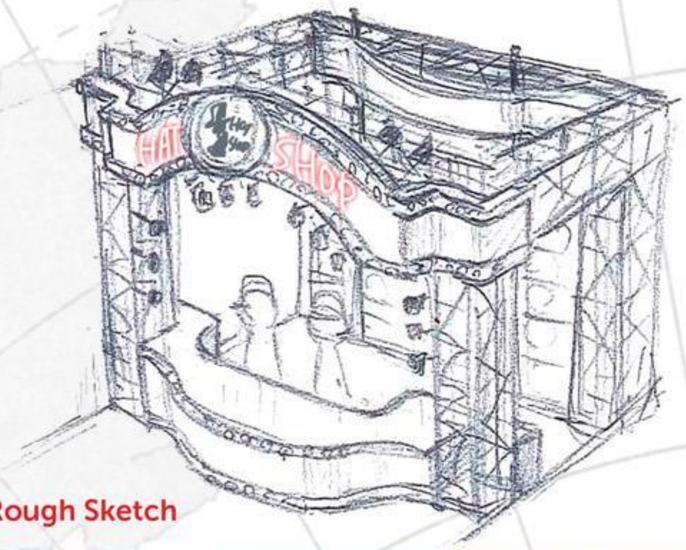
Patches of greenery can be found all over the city. The largest of these, the park to the northeast of the city, is a popular destination for New Donkers. Mario can even join in on a game of jump rope. How long can he jump?

A large park on the northeast side of town. Big letter sculptures appear here after you beat the game.

Feel the rhythm in the Jump-Rope Genius Challenge. The longer Mario jumps, the faster the rope gets!

Crazy Cap Store

A shop where you can buy clothes and items with coins. These stores can be found in every kingdom.



Shop Interior Rough Sketch

Art and signs at chain headquarters

Sign Design

Staff Designs

Logo Designs

Symbol mark

Logo type A

Logo type B

Vertical layout

Horizontal layout A

Horizontal layout B

Logo Designs

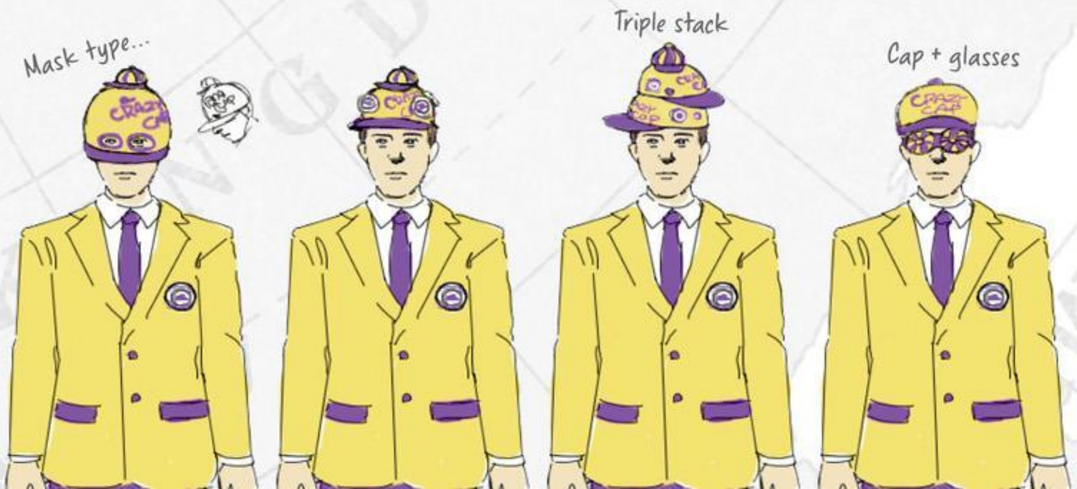
DESIGNER'S NOTE

The Crazy Cap store name, and the fact that its headquarters is in the Metro Kingdom, led to a design that's metropolitan, gaudy, and eccentric all at once. Considering just how to make the employees' hats look "crazy" resulted in the vertical stack of hats in the final design. This decision also made the staff outside of New Donk City easy to recognize.

The whole shop is divided into a yellow-coin side and a purple regional-coin side, showing players at a glance which coins they need to buy their products. The initials for Crazy Cap become CC-shaped eyes in the hat logo.

Character Artist Akiko Hirono

Staff Hat Designs



NOTES

Crazy Caps around the World

The Crazy Cap store sells clothes and souvenirs. These shops can be found all over the world, but the headquarters is in New Donk City. It was made by remodeling an old theater and traces of this heritage remain.

The storefront shines with neon light. The headquarters is bigger than the branch stores found in other kingdoms.

Toad Brigade members manage branches in the Forgotten Isle and Honeylune Ridge.

NOTES

Local Wares Bought with Regional Coins

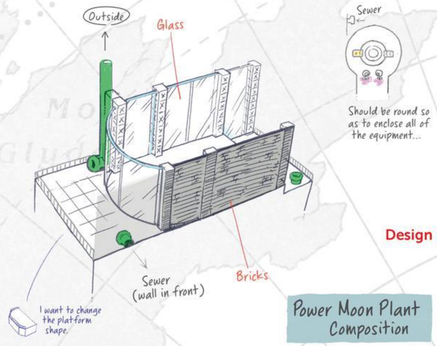
Each Crazy Cap store has two different employees. Yellow-capped staff sell the same products in every kingdom for coins. Purple-capped staff, on the other hand, sell items unique to that kingdom and only accept regional coins.

Each shopkeeper sells different products, sorted by hat color. Items sold by the staff in purple can be bought only in that store's kingdom.

The purple regional coins used to buy souvenirs look different depending on the kingdom they're found in.

Underground Power Plant

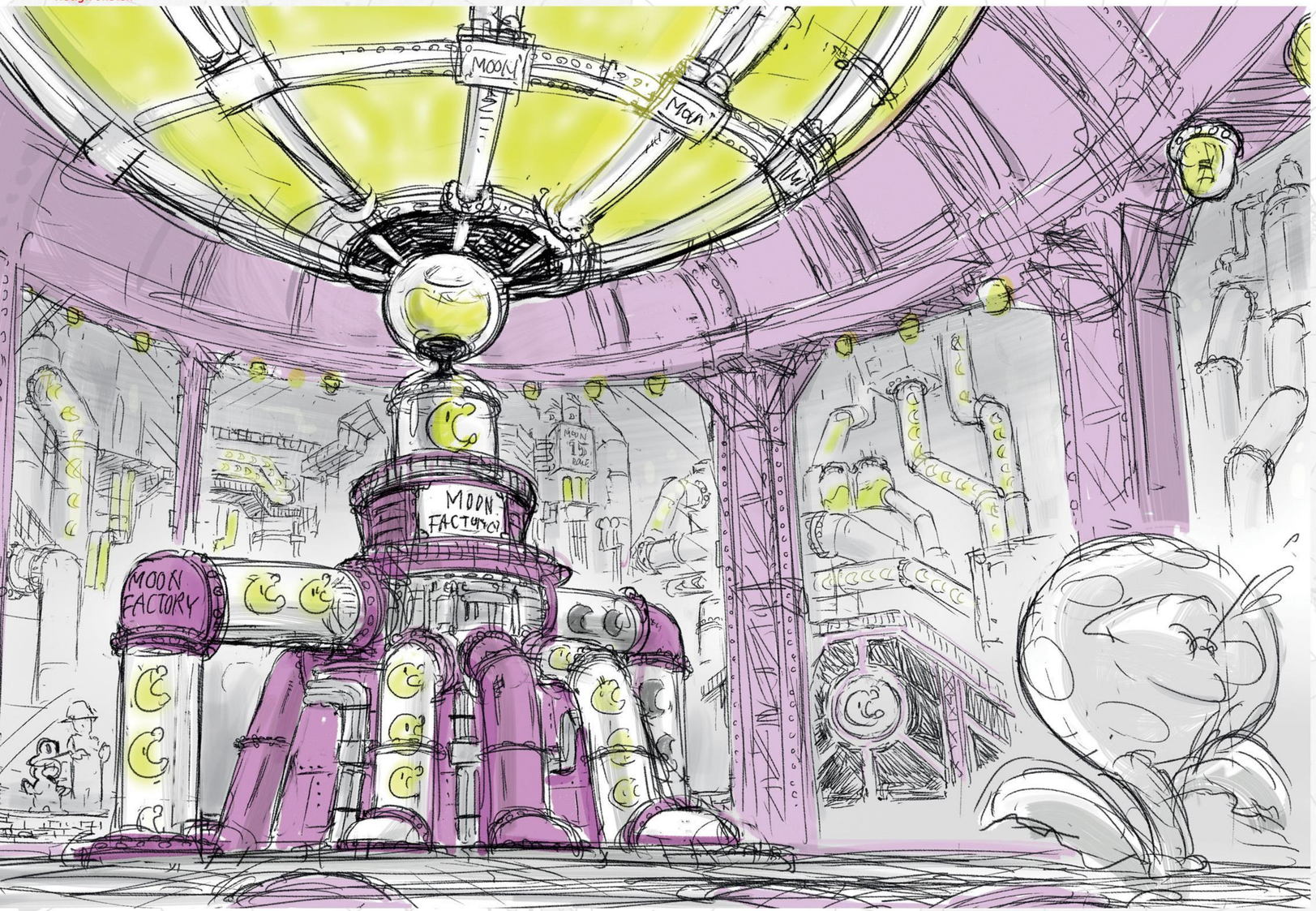
You can enter this underground area through a manhole. The power plant situated in the center runs on Power Moons.

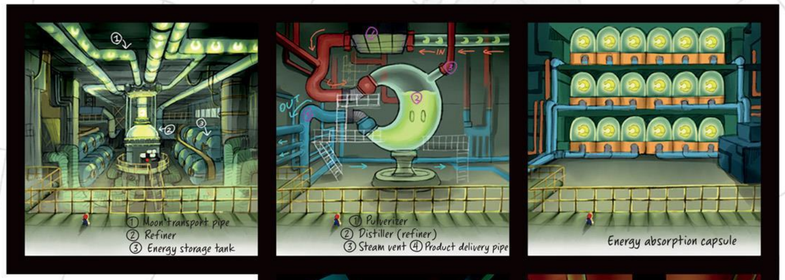


Design

Power Moon Plant Composition

Rough Sketch





Designs

Puzzle Parts Preliminary Design

Puzzle Part Design

STORY

Panic at the Power Plant

After the rainstorm passes, Mayor Pauline wants to hold the kingdom's festival, which occurs only once in a blue moon. However, it seems something's off at the power plant. Mario and Cappy head underground to see what's up, only to find that monsters have taken over. The heroes take down the Big Poison Piranha Plants and get the power plant up and running again.

A horde of Poison Piranha Plants take root underground, polluting the area with their toxic goop.

Defeating the Big Poison Piranha Plants and pressing the switch will reactivate the power plant.

NOTES

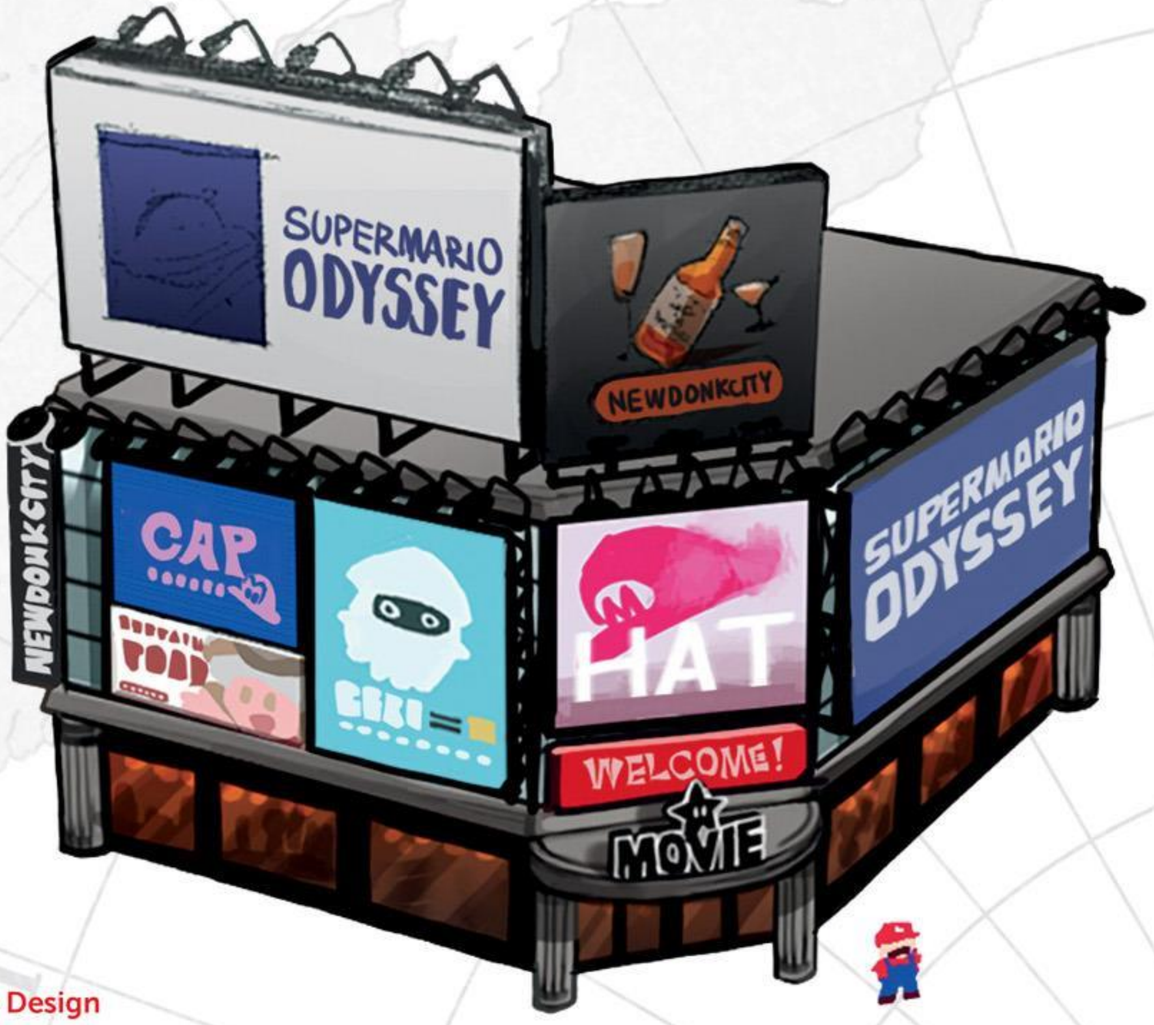
Turning Power Moons into Raw Power

New Donk City flourishes thanks to the use of Power Moon energy. As such, the power plant is essential to the New Donkers' livelihood. This plant converts Power Moons into energy, maintaining the prosperous cityscape above.

Lines of Power Moons whiz past in the background. These will be converted into energy at the power plant.

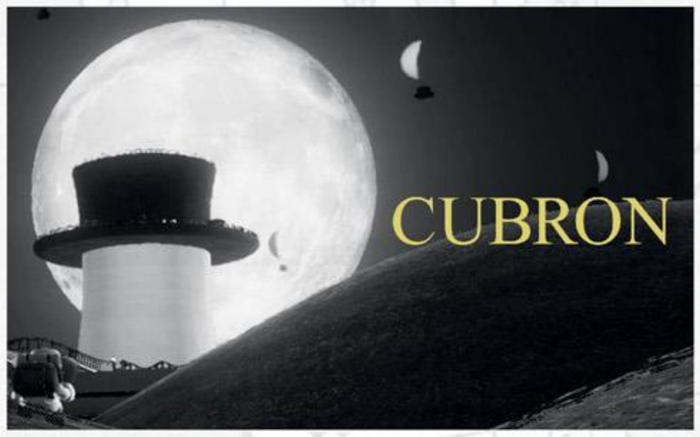
City Art

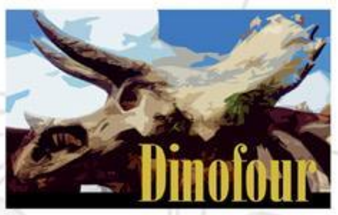
Designs for the billboards, posters, and graffiti that cover the town. These images appear in the Japanese version of the game.

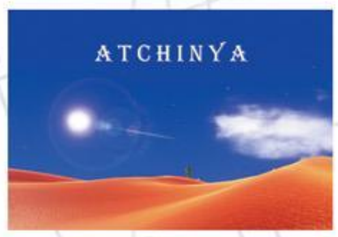


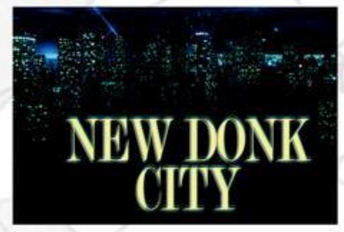
Billboard Preliminary Design

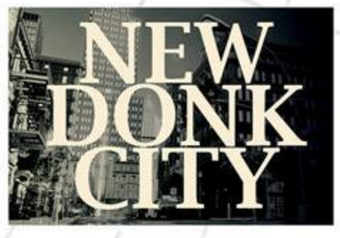
Kingdom Billboard Designs



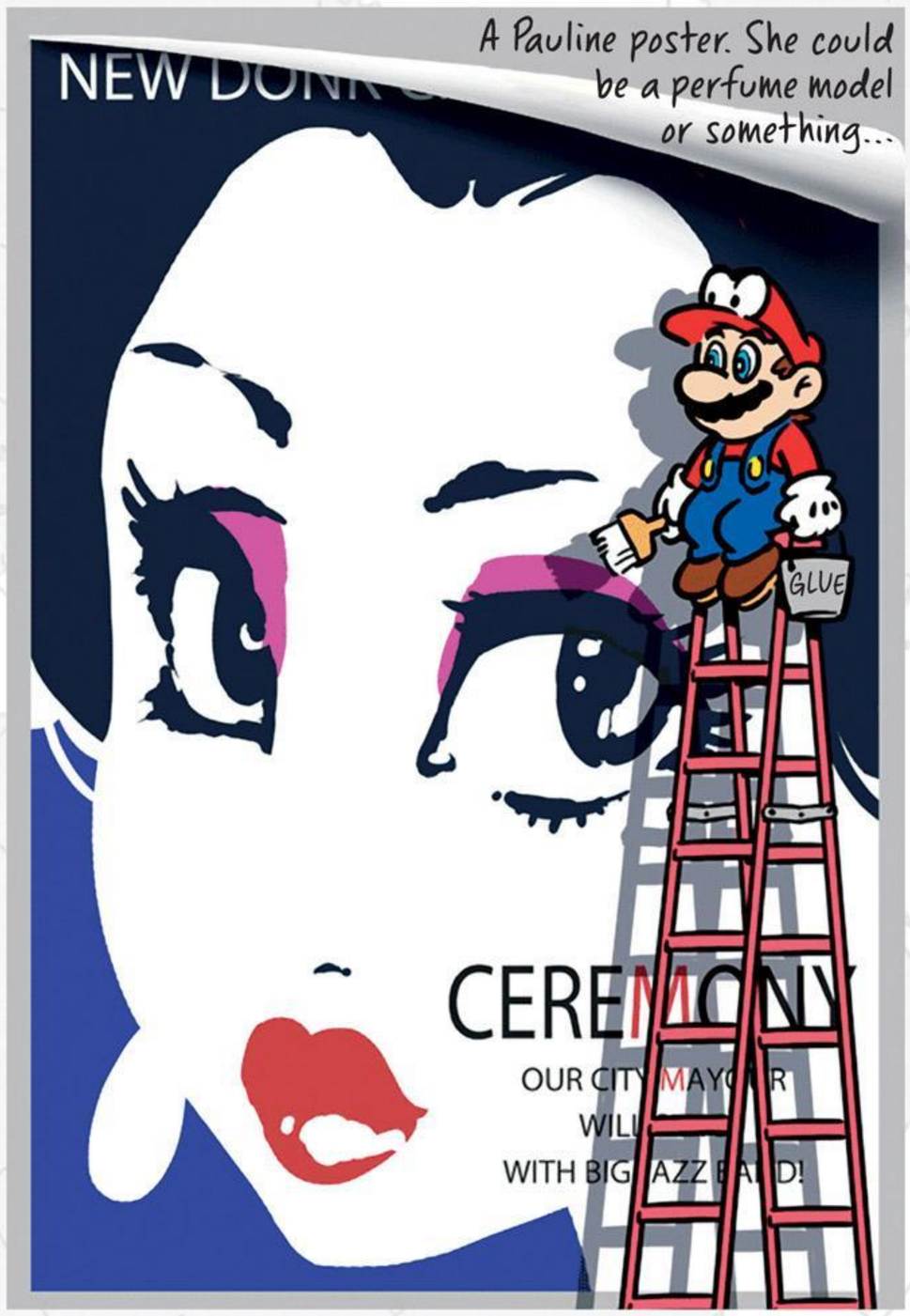








Festival Poster Designs



NOTES

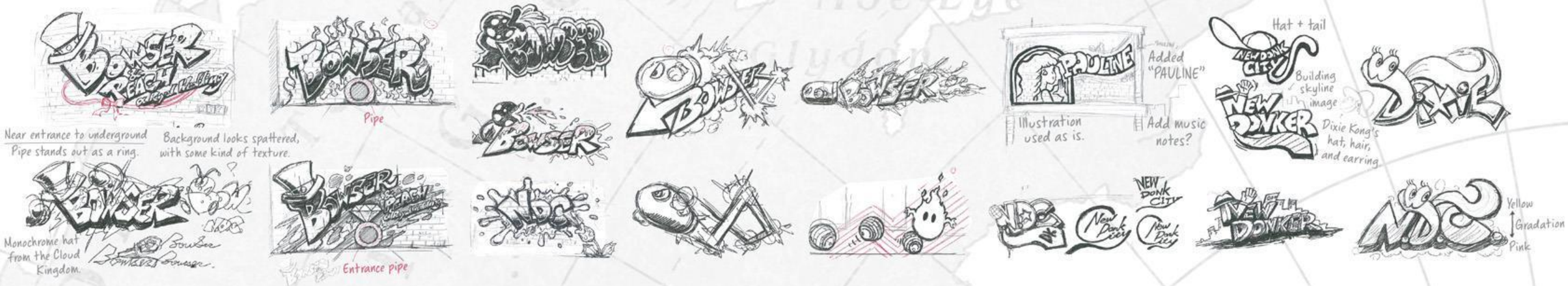
Enjoying the Local Posters

Myriad billboards cover the buildings of New Donk City, depicting the festival, other kingdoms, and more.

Billboards show images of different kingdoms. Some are lit up, and others cycle between different ads.

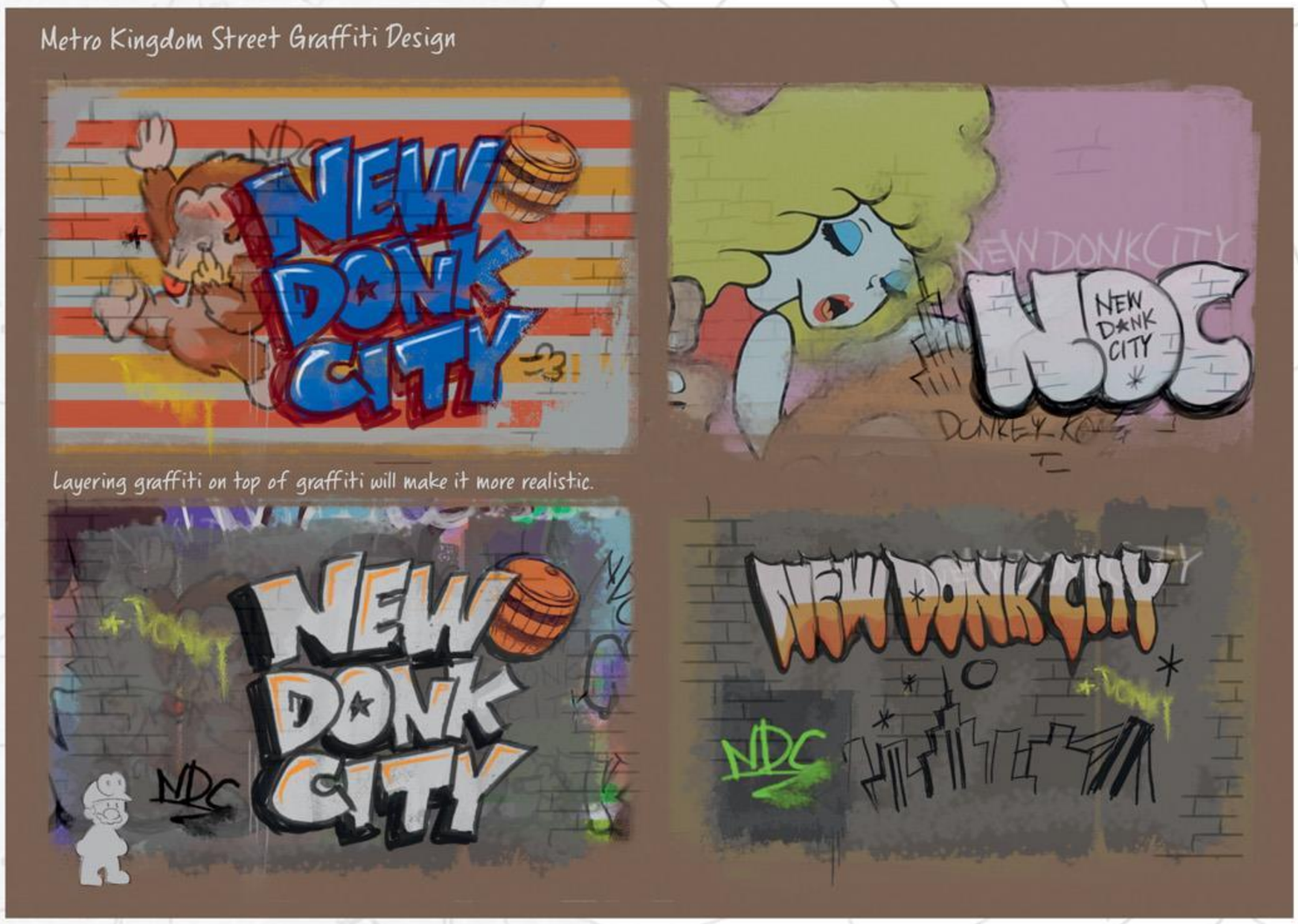
After the festival, even *Donkey Kong* appears on some of the billboards.

Graffiti Designs



2D Concept Sketch

Metro Kingdom Street Graffiti Design



Metro Kingdom Street Graffiti Rough Sketches

TIPS

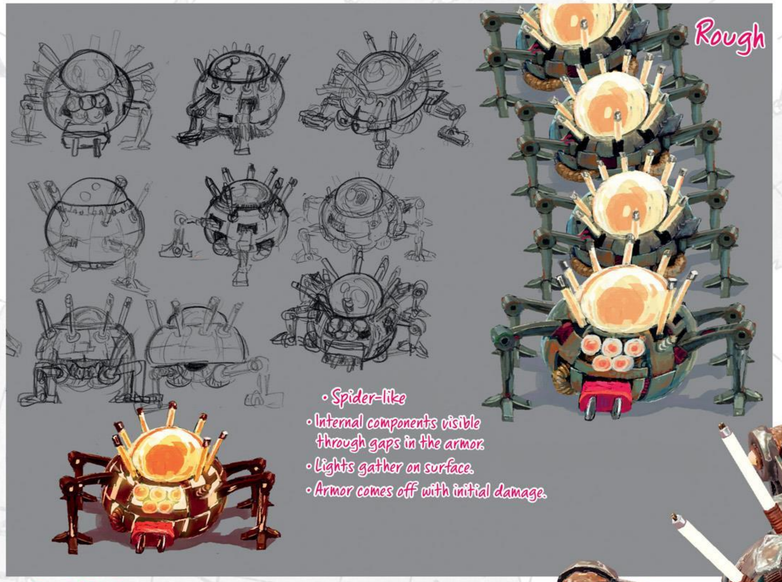
Dark Side of the Busy City

Where there is light, there is also darkness. New Donk City may seem chic at a glance, but the unpopulated back alleys are home to litter and spray-painted graffiti. Cleaning up these meaner streets may net you an odd reward . . . People will throw out anything these days, won't they?

Garbage is strewn all over the back alleys. You can even see a few rats.

A large dumpster. You can find some unexpected items inside, so take a peek!

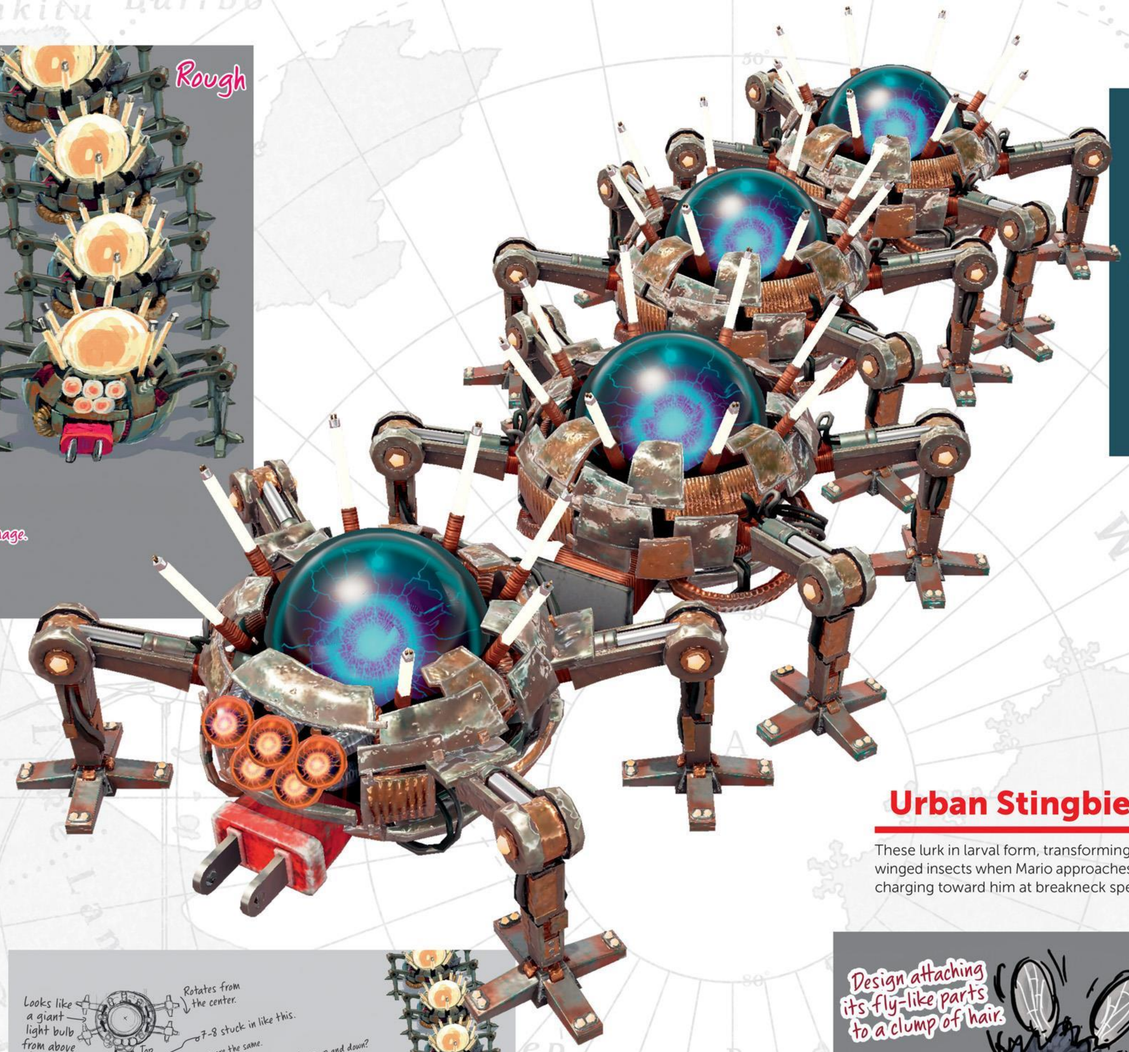
From back alleys to underground corridors, there's graffiti in a lot of hidden places.

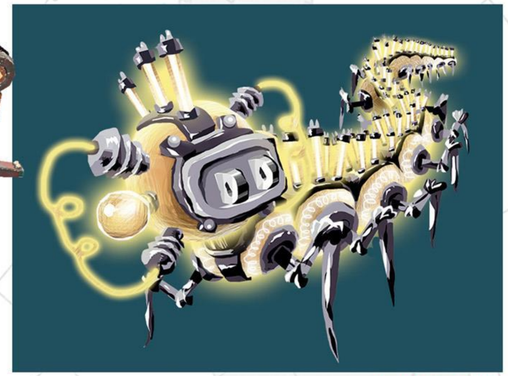

Rough
• Spider-like
• Internal components visible through gaps in the armor.
• Lights gather on surface.
• Armor comes off with initial damage.

Rough Sketches

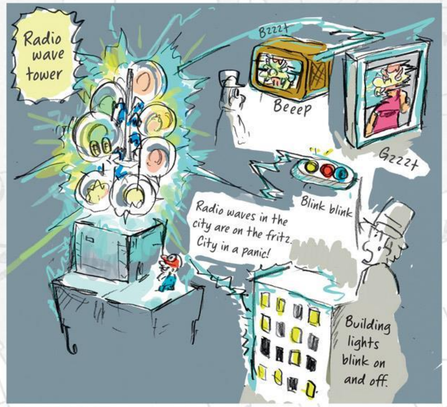
Mechawiggler

A boss that drains the energy from New Donk City Hall. It creeps along the walls, firing electric bolts.

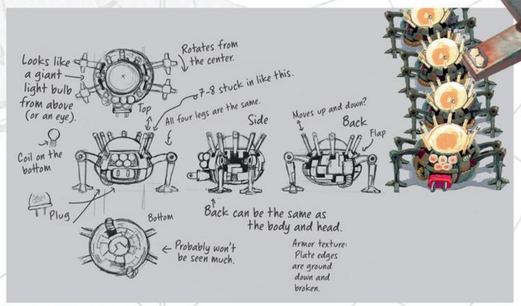




Preliminary Design



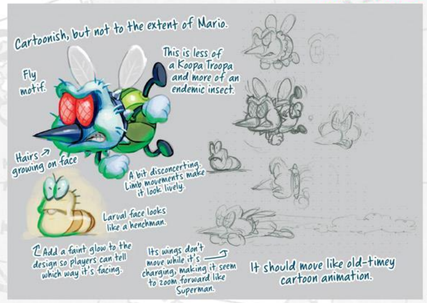
Rough Sketch


Looks like a giant light bulb from above (or an eye).
Rotates from the center.
7-8 stuck in like this.
Top
All four legs are the same.
Side
Moves up and down?
Back
Flap
Coil on the bottom
Plug
Bottom
Probably won't be seen much.
Back can be the same as the body and head.
Armor texture: Plate edges are ground down and broken.

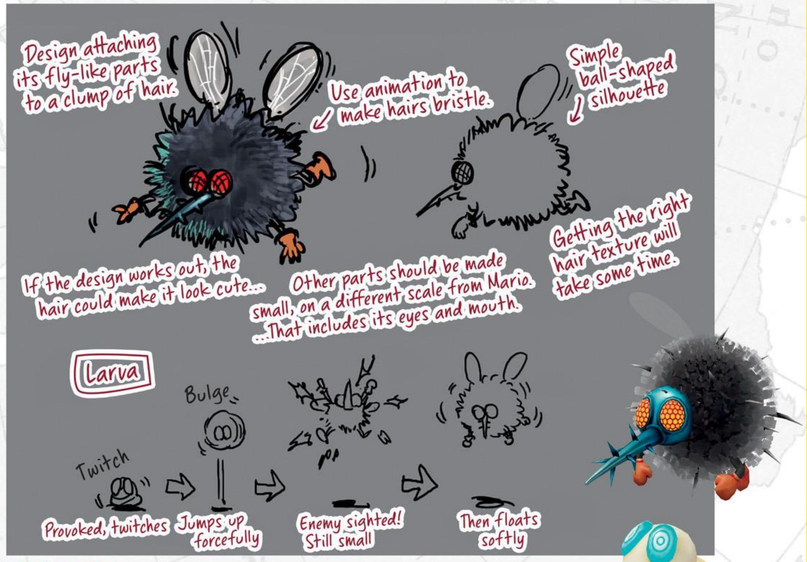
Rough Sketches

Urban Stingbies

These lurk in larval form, transforming into winged insects when Mario approaches and charging toward him at breakneck speed.


Cartoonish, but not to the extent of Mario.
Fly motif
This is less of a Koopa Troopa and more of an endemic insect
Hairs growing on face
A bit disconcerting. Limb movements make it look lively
Larval face looks like a henchman
Add a faint glow to the design so players can tell which way it's facing
It's wings don't move while it's charging, making it seem to zoom forward like Superman.
It should move like old-timey cartoon animation.

Rough Sketches


Design attaching its fly-like parts to a clump of hair.
Use animation to make hairs bristle.
Simple ball-shaped silhouette
If the design works out, the hair could make it look cute...
Other parts should be made small, on a different scale from Mario. ...That includes its eyes and mouth.
Getting the right hair texture will take some time.
Larva
Twitch
Bulge
Provoked, twitches
Jumps up forcefully
Enemy sighted! Still small
Then floats softly

Rough Sketches

DESIGNER'S NOTE

The Metro Kingdom is a world quite different from those found in previous *Mario* titles, and we designed the Mechawiggler to reflect this. It has gleaming accents like neon protrusions, glowing weak points, and compound eyes that shine ominously. It seems to be made of a mishmash of discarded materials. These elements were added to enforce its depiction as a parasite absorbing the city's energy. I find the plug on its mouth quite charming.

We paid special attention to how we presented the weak points, making the lights cycle between different colors. We added extra detail to the visible inner structure, giving it a ghastly finish not seen in previous *Mario* bosses. It crawls over buildings like a caterpillar, hence the name "Mechawiggler." After Mario defeats it, a piece of this boss can be found in a corner of Metro Kingdom, so go take a look.

Character Artist Jumpei Yamashita

STORY

The Creepy-Crawly Energy Glutton

When Mario and Cappy first arrive at the Metro Kingdom, they make their way toward City Hall in the dead of night. There, a giant mechanical monstrosity can be seen draining the energy out of the building. It's up to Mario to Capture a Sherm and open fire on the source of the blackout.

Its body crackles with electricity and shoots energy bolts.

Shoot all of the glowing sections on its torso with a Captured Sherm to stop it from moving.

TIPS

A Zippy Infestation

In insect form, these bothersome pests charge and explode. All it takes is a touch to beat them in larval form, so wipe them out posthaste!

They appear in groups, so try not to take them all on at once. It's best to deal with them before they mature.

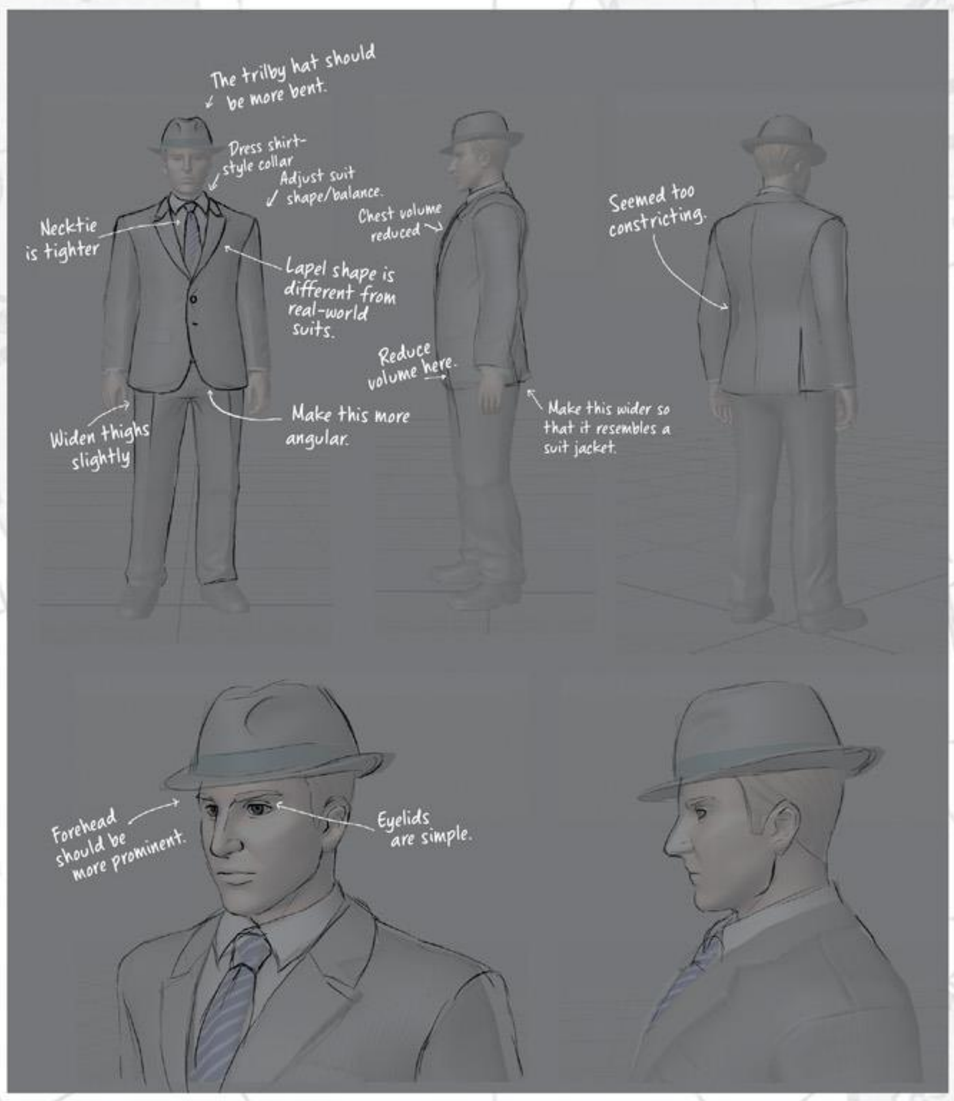
New Donkers

Citizens of New Donk City. They resemble real-life humans, and everyone wears a suit.

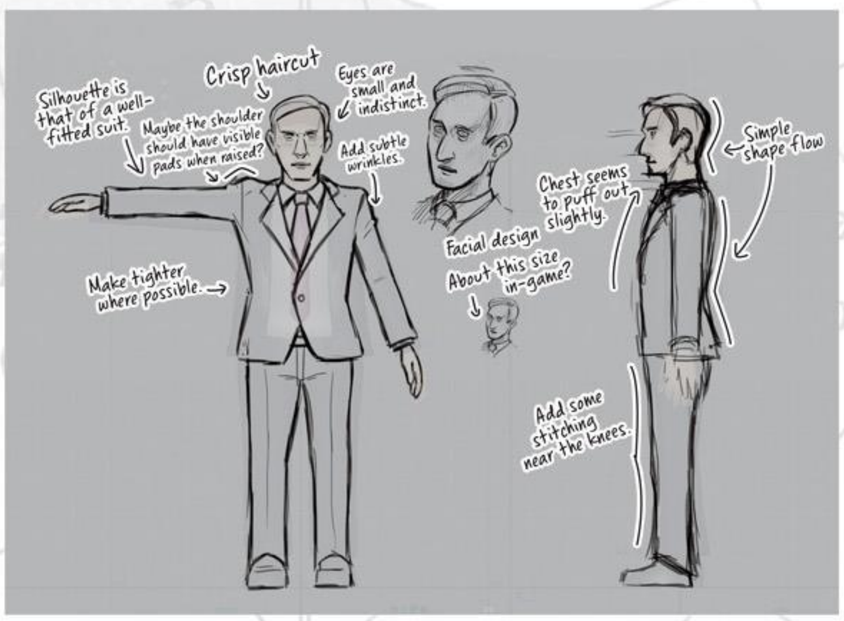
Real Humans
• Holding coffee or something
• A little gaudy, with the sleeves rolled up...
• Adult face with youthful clothing.
• 1-to-9 ratio
• Simple
• No real interest in fashion

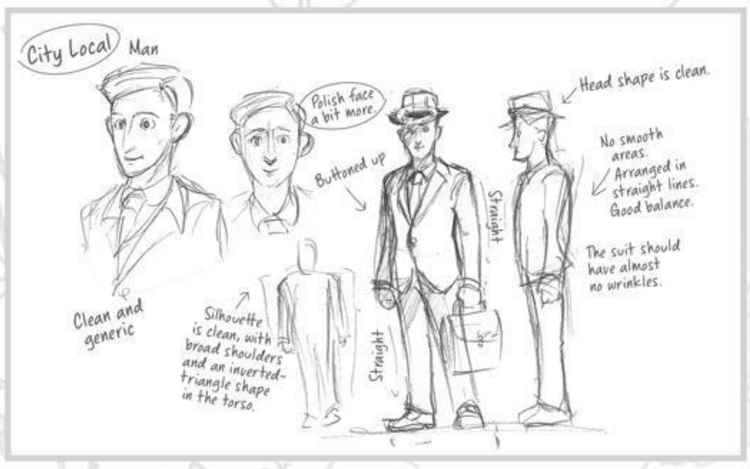
Rough Sketches

Male Designs


The trilby hat should be more bent.
Dress shirt-style collar
Adjust suit shape/balance.
Chest volume reduced
Necktie is tighter
Lapel shape is different from real-world suits.
Reduce volume here.
Widen thighs slightly
Make this more angular.
Seemed too constricting.
Make this wider so that it resembles a suit jacket.
Forehead should be more prominent.
Eyelids are simple.

Male Design Adjustments


Silhouette is that of a well-fitted suit.
Crisp haircut
Eyes are small and indistinct.
Maybe the shoulder should have visible pads when raised?
Add subtle wrinkles.
Make tighter where possible.
Facial design
About this size in-game?
Chest seems to puff out slightly.
Simple shape flow
Add some stitching near the knees.


City Local Man
Polish face a bit more.
Buttoned up
Head shape is clean.
No smooth areas.
Arranged in straight lines.
Good balance.
The suit should have almost no wrinkles.
Straight
Straight
Clean and generic
Silhouette is clean, with broad shoulders and an inverted-triangle shape in the torso.

Male Rough Sketches

DESIGNER'S NOTE

We wanted the visual of Mario meeting the New Donkers to astonish players, so we started thinking about it early in development. We tried lots of different styles, including making the New Donkers look more cartoonish, but we decided realistic proportions would work best. In the end, limiting their characteristics to the bare minimum fit the New Donkers well, emphasizing their presence as part of the collective whole.

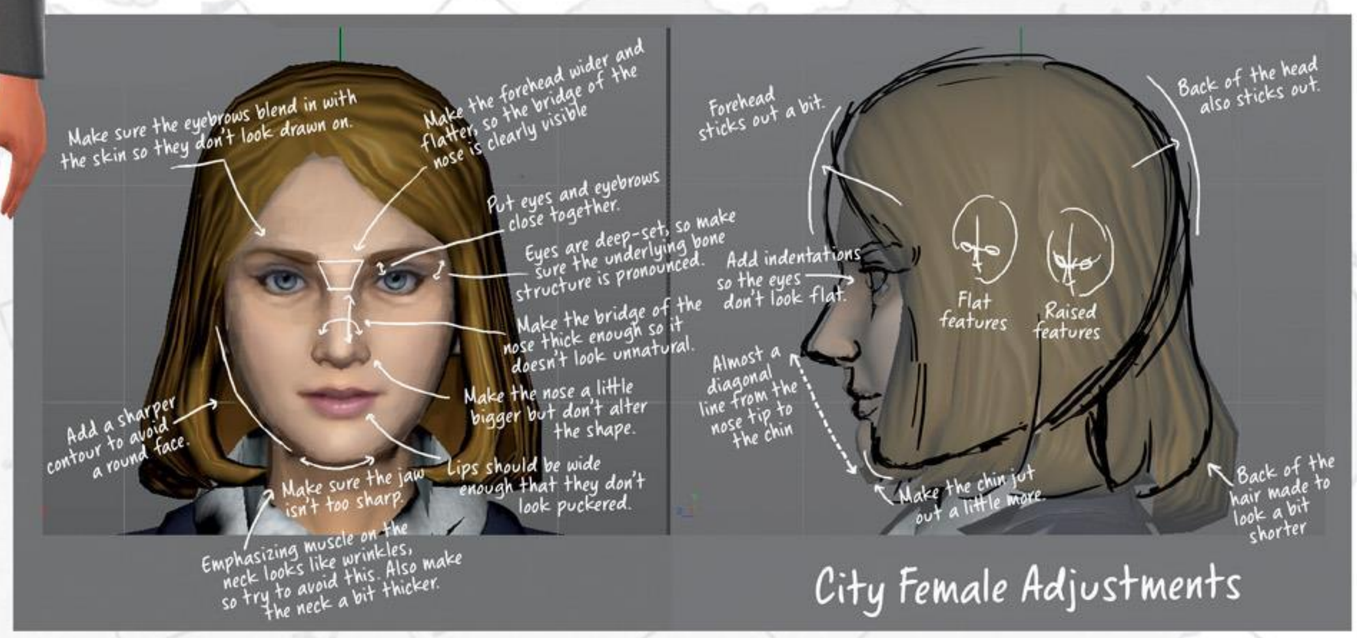
Art Director Rikuto Yoshida

The New Donkers were given varying shades of neutral-colored suits to blend in well with the city. The hats on the female designs are the same shape as Pauline's, which added a nice similarity between them. The New Donkers went through several redesigns as the Metro Kingdom came together. The more uncanny we made their designs—and I mean that in a good sense—the more appealing this game became, so we were fastidious in fine-tuning their appearance. I cannot give enough praise to the lead designer who worked so hard to make them.

Character Art Lead Sho Murata

Female Designs

Female Face Designs


Make sure the eyebrows blend in with the skin so they don't look drawn on.
Make the forehead wider and flatter, so the bridge of the nose is clearly visible
Put eyes and eyebrows close together.
Eyes are deep-set, so make sure the underlying bone structure is pronounced.
Make the bridge of the nose thick enough so it doesn't look unnatural.
Make the nose a little bigger but don't alter the shape.
Add a sharper contour to avoid a round face.
Make sure the jaw isn't too sharp.
Lips should be wide enough that they don't look puckered.
Emphasizing muscle on the neck looks like wrinkles, so try to avoid this. Also make the neck a bit thicker.
Forehead sticks out a bit.
Back of the head also sticks out.
Add indentations so the eyes don't look flat.
Flat features
Raised features
Almost a diagonal line from the nose tip to the chin
Make the chin jut out a little more.
Back of the hair made to look a bit shorter
City Female Adjustments

Female Face Design Adjustments

NOTES

The Ever-Understated New Donk Citizens

New Donkers dress in crisp suits and conduct themselves in a formal, stoic manner. These city dwellers are serious to a fault and work for their beloved Mayor Pauline to make the kingdom a better place. But they play as hard as they work, as evidenced by the RC cars and festivals. Perhaps this is how they deal with the hustle and bustle of metropolitan life.

New Donkers walking the city streets. They often greet Mario as they pass.

As a sign of admiration, female New Donkers wear the same type of hat as Mayor Pauline.

One formerly industrious New Donker can be found sitting with a broken spirit.

Supporting the mayor is another New Donker duty. One holds an umbrella to keep her dry during the rainstorm.

New Donkers feeling the beat at the concert. Going all out when it's time to party is the New Donk way!

New Donkers
Concept Sketches

Various ideas and images that led to the final look of the New Donkers.

Editor's note: read right to left.

NPC that grows as the game progresses.

STORY

Getting the Band Back Together

The festival requires two things: reactivating the power plant and gathering musicians to perform. To bring everyone back together, Mario must track down different musicians from all corners of the city. These guys used to perform at the old theater (now the Crazy Cap headquarters).

Our hero searches far and wide for musicians. Drawn in by the tunes, even Mario finds himself dancing to the beat.

An indispensable addition to the festival. Bring all four musicians back to City Hall to get the party started!

TIPS

Not Vast, Still Furious

Some New Donkers have a penchant for RC car racing. Avid fans are invited to a secret room to test their mettle, competing on a special circuit. The best time earns you a reward!

One New Donker drives an RC car on a street corner. A good Ground Pound would break it, but that would be rude.

Prove your skills on the RC Car Challenge circuit. Come out on top to nab a Power Moon in the winner's circle.

Pauline

This sophisticated singer is the mayor of New Donk City. She changes into a red dress at festival time.

Dress Design

Suit Design

NOTES

A Mayor with Two Sides

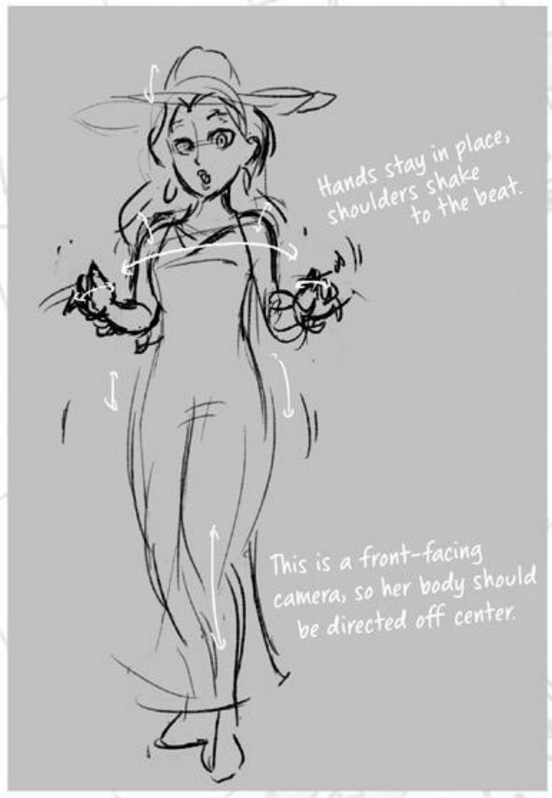
As mayor, the red-suited Pauline strives to make her city thrive. She shows a different side during the festival, swapping out her signature suit for a red dress to perform a beautiful song and dance.

Pauline's outfits change for different occasions. But no matter what, she retains her trademark colors.

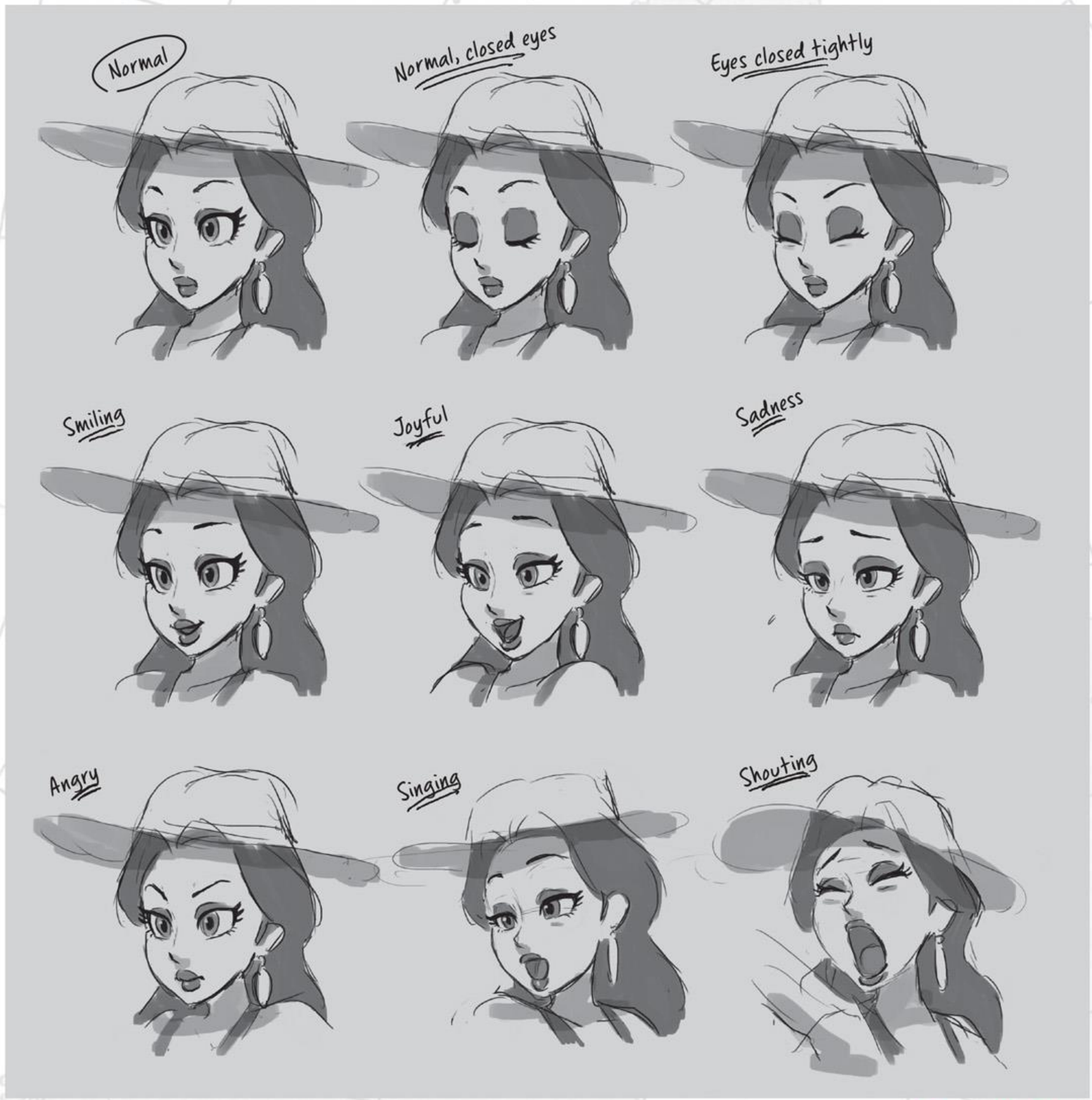
Rough Sketches

Which way is her face angled? Tilt the chin down, or...
The line here should look clean.
We should decide on the posing from the nape of the neck to the head.
Perhaps the left shoulder should be slightly raised?
Turn the wrist a bit more.
Fingers are lined up.

Shouting face should look like this. (Eyelashes hit cheeks)
Make the mouth a bit bigger if possible.
Hands fan out.
Tighten hands slightly, then move slowly outward.



Festival Choreography



Expression Ideas

DESIGNER'S NOTE

Pauline's design in the original *Donkey Kong* had similar proportions to those of Mario and Peach. In this game, however, her design was intended to bridge the aesthetic gap between the New Donkers and Mario. At first she only wore a dress. But given her role as the mayor, we decided to give her a suit as well. This creates a moment of surprise when she first appears in the dress at the festival. Mayor by day, singer by night: seeing these two sides deepens her character.

Only a select few fans know her due to her infrequent appearances in other games. We put our hearts and souls into updating her design this time around. At first we didn't think she'd be so involved in the game, but she ended up equal to the other main characters.

Character Art Lead Sho Murata

Face Design

TIPS

Insight into the Mayor's Mind

Talk to Pauline after the festival to learn a little more about the marvelous mayor. She enjoys long walks, loves cake, wants to visit the Cloud Kingdom, and practices singing in her free time. Apparently she's not that good with machines.

Pauline's answers convey her feelings for the city. You'll earn a Power Moon if you express empathy toward her.

TIPS

A Present for Pauline

Today is the mayor's birthday! It seems she dropped her bag, hat, and parasol in places around the city, so Cappy suggests getting them back as a gift to her. According to a New Donker, this isn't the first time Pauline has lost her bag.

She doesn't show much interest in the hat or parasol, but Pauline absolutely swoons over her new bag.

These are the exact same items she lost when she appeared in *Donkey Kong*.

The Festival

A special event held in New Donk City. Pass through the 2D areas set up throughout the metropolis.

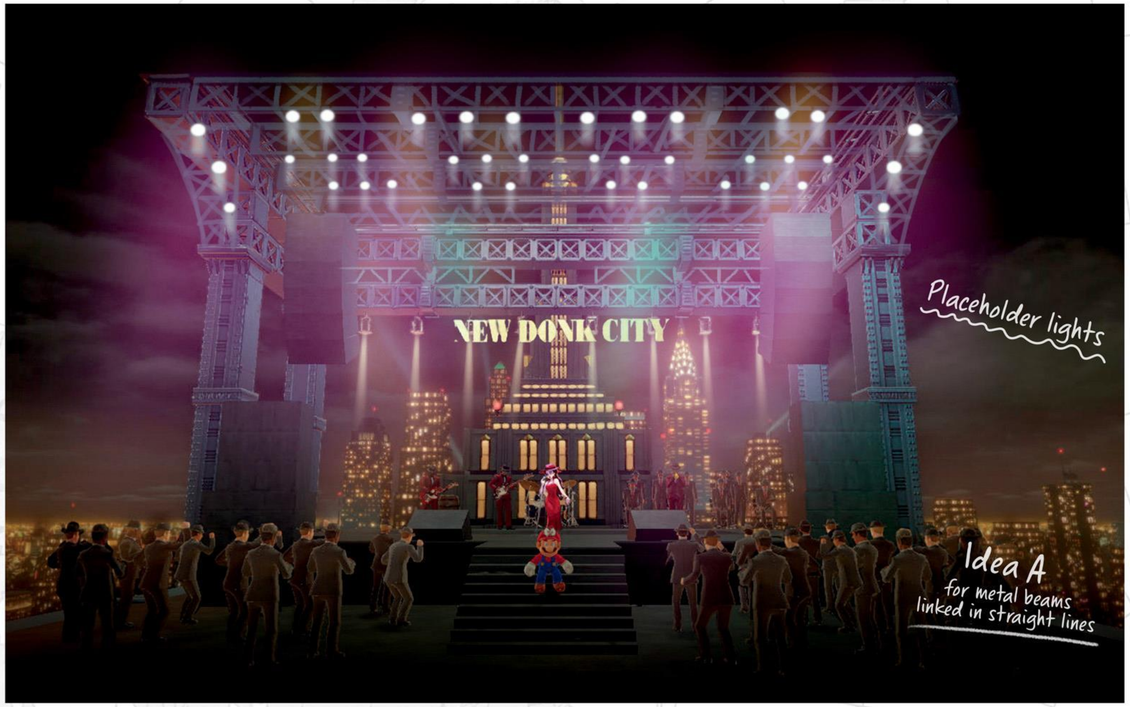
Concept Sketch

STORY

The New Donk Festival Begins

Once the band is brought together and the underground power plant is back in service, it's festival time in the Metro Kingdom! Players get to move through 2D areas placed around the city while Pauline provides the soundtrack.

With fireworks exploding against a twilit sky, New Donk City is more gorgeous than ever.

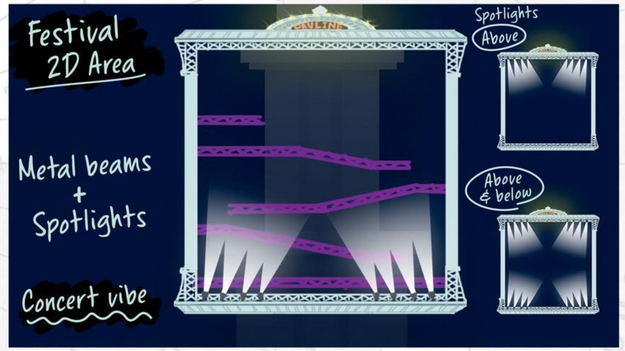


Venue Concept Sketches

Ceremony Roof Composition Direction
If there's empty space in the back, after people are in place, fill it with a parasol, chairs, or barrels.
Add people close to Mario or the camera. Make sure there are as few gaps as possible.
Perhaps we should add some amps near the band?
Front and far side of exterior are separated by fences. Fences should be very simple.
- Make narrow so as to increase visibility of the roof.
- Fences placed in realistic spots.
Use at the main stage. Adding speakers may make it seem like a ceremony venue.

Speaker Designs

Speakers on the front, left, and right sides of the stage
Amp placed behind guitar
Make the mesh thinner so you can see the barrel's silhouette.
Barrel



2D Area

DESIGNER'S NOTE

The festival is emblematic of the game, so we made sure to place Pauline and New Donk City front and center in the design. Pink and light-blue hues reminiscent of the *Donkey Kong* screen join Pauline's red motif to spruce up the festival, including the stage, lights, billboards, fireworks, and even the sky. By using a classic steel-girder motif, we aimed to make the terrain both new and nostalgic.

The development team came together to prepare the citizens for a party. From the lights and billboards that go with Pauline's song to the New Donkers themselves, we fine-tuned every aspect of the experience to make it the perfect event. Pauline's song played day in and day out as we made this game, making the office a festival in itself.

Art Director Rikuto Yoshida

STORY

A Very Retro Rematch

An 8-bit version of Donkey Kong awaits Mario in the 2D area. This is the same belligerent baddie he challenged to rescue Pauline all those years ago. Dodge the rolling barrels, then hit the block under DK to beat him.

A fight in 8-bit form. Defeating Donkey Kong grants you safe passage to Pauline's location.

TIPS

Enjoying an 8-Bit Remix

After you beat the game, certain Toads will ask you to put on specific BGM songs. Guess their requests five times to earn an 8-bit rendition of "Jump Up, Super Star!," which you can select next time you participate in the festival.

Snow Kingdom

Shiveria

WORLD DATA

Population:	Middling	Currency:	Snowflake shaped
Size:	Deep, wide	Industry:	Cakes, racing
Locals:	Shiverians	Temperature:	Average 14°F

An arctic tundra surrounded by walls of ice. The resident Shiverians excavated caverns and built the underground village. The Bound Bowl Grand Prix, a local race, is immensely popular in this kingdom.

Power Moons 57

Regional Coins 50

Map

DESIGNER'S NOTE

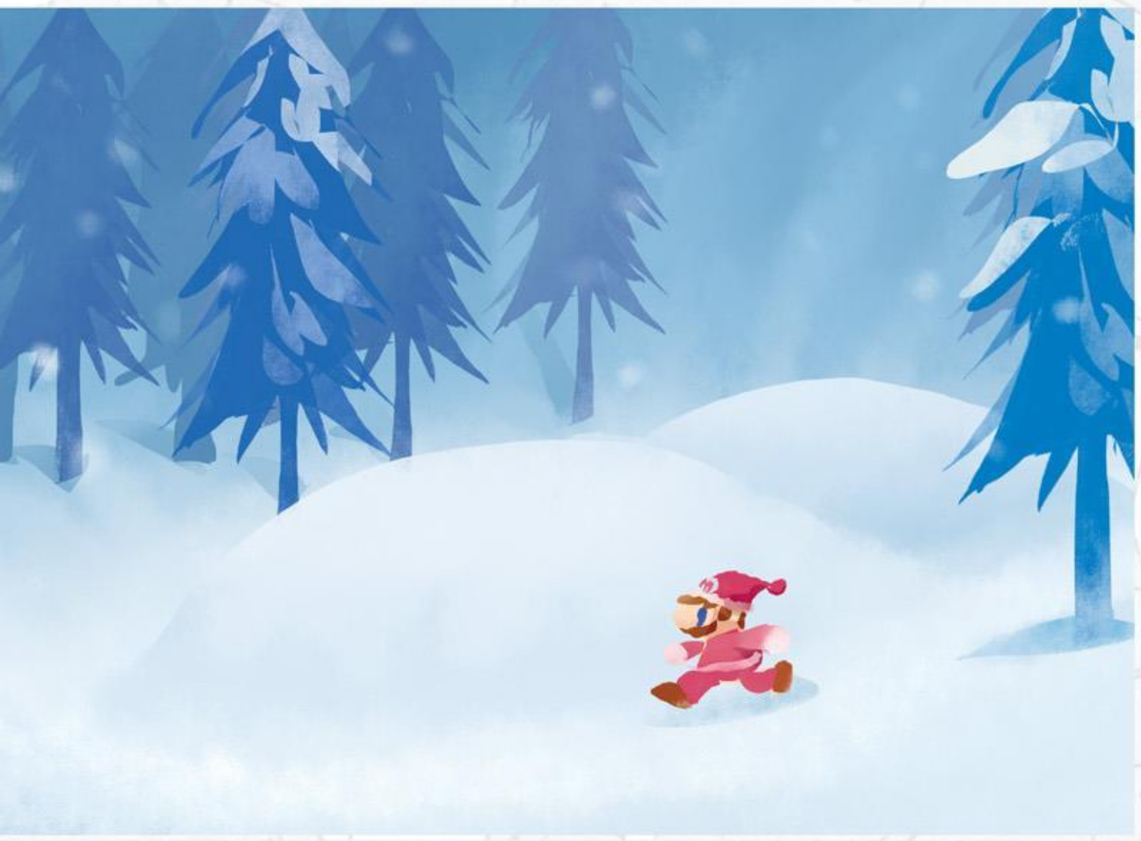
When players arrive in the Snow Kingdom, they are assaulted by a violent snowstorm that obscures their visibility. With this setting, we tried to create a sense of unease with a natural menace. Suddenly players come upon the city, which greets them with charming characters and a sheltered feel. We strove to establish an emotional contrast. Since this is the middle of the story, we tried to give players a choice of how to pursue the Power Moons, offering options in gameplay. This is also the only kingdom that leads players downward from the starting point.

The race held at the final destination focuses on bounding action, adding a unique experience to the overall game play.

Director Kenta Motokura

Concept Art

These ideas and sketches were drafted once the kingdom was put together. They depict a world of ice and cities in the snow.



Concept Sketch

Preliminary Designs

Preliminary Design

Preliminary Design

Preliminary Design

STORY

A Serious Snow-Swept Situation

Mario and Cappy end up in Shiveria while pursuing Bowser, who covets the famous Frost-Frosted Cake. When they first arrive, the Snow Kingdom is beset by a furious snowstorm. Our heroes are all but helpless, beset by bone-chilling cold and barely able to navigate through the dense snowfall. Just when all seems lost, the two stumble upon a massive hole packed high with snow. Jumping in leads them to the village below.

Despite poor visibility, pillars of light provide points to aim for. Be sure not to take a dive in the freezing waters below.

The weather improves after you beat the story mode in this kingdom, revealing the land of ice and snow in its full glory.

TIPS

Sink or Swim in the Freezing Lake

The seas of Shiveria are incredibly cold, eating away at Mario's life if he stays in too long. If he falls in by accident, don't hang around! Capture a Snow Cheep Cheep to swim through the wintry waters without taking damage.

Mario's look when he jumps out of the freezing sea. Passing from the ice-cold waters into the frigid winds turns him all white.

The Snow Cheep Cheeps that inhabit these waters are a different color from normal Cheep Cheeps.

Shiveria Town

A village built from carved ice and snow. There's a shop and monitors showing the Bound Bowl Grand Prix.

Snow Kingdom Design Concept Addendum
Warm lighting
Race-themed decoration
Lights up when you get Power Moons?
• Natural log warping
• Wood material embedded in the snow
• Northern European textile pattern (casual insertion)
Broadcast monitor
• Like a screen
• Embedded into snow
Course shape and northern European decoration
Lamp that melts snow when lit (functions as a way to tell if it's on or off.)
Pattern
Matches room and color
Snow packed into cracks
Racing style. Checker-patterned items and decor.
Snow seating
Made simply out of ice (perhaps blocks of snow).

Design Concept

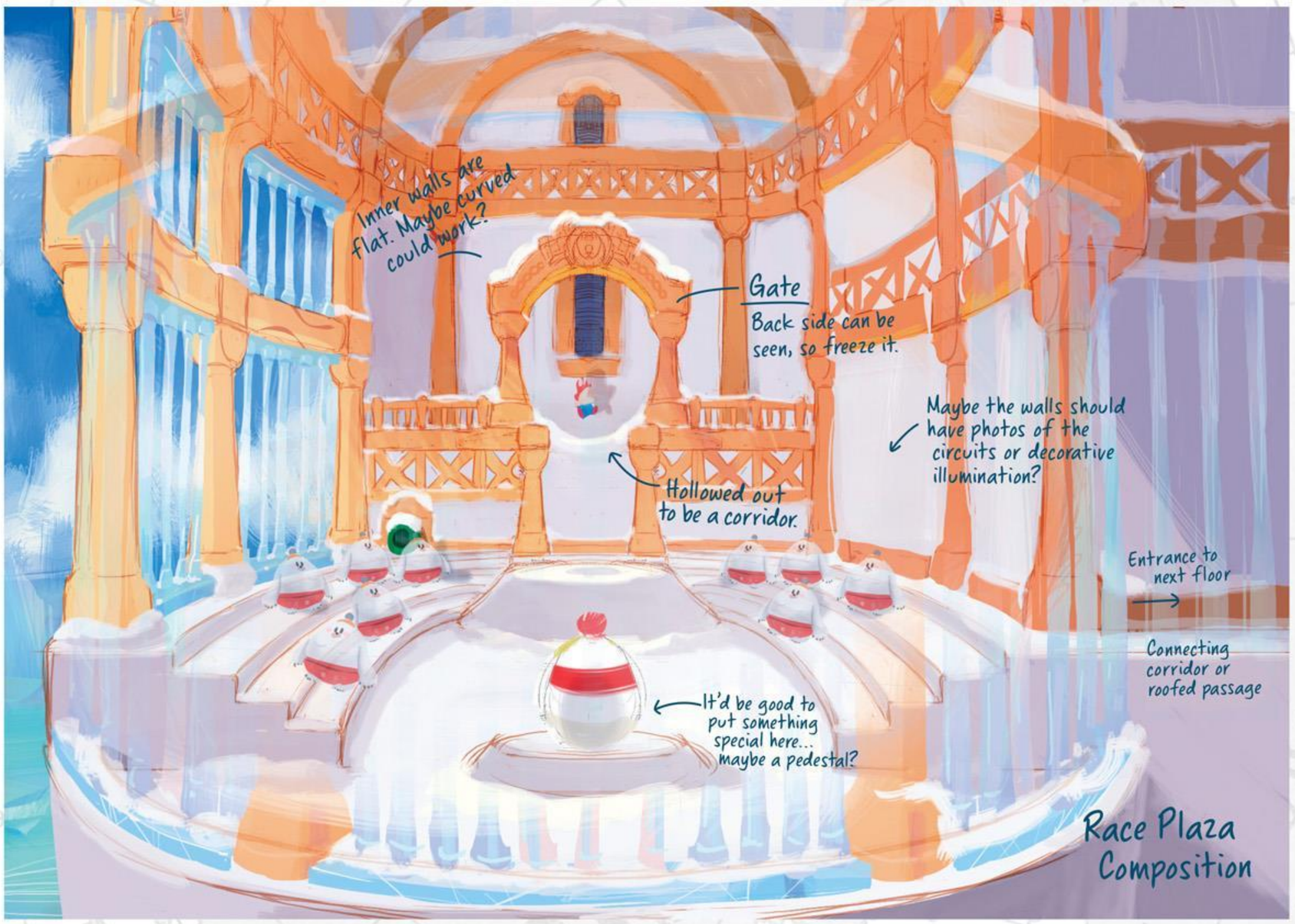
Natural log warping
Handmade
• Loose lines in northern European style and a warm atmosphere.
Would changing the shape slightly make it more northern European?
• Northern European coloring
∘ Low saturation ∘ Warm ∘ Colorful
• Wood grain creates northern European textile feel
∘ Larger size ∘ Almost angular roundness ∘ Off-kilter patterns
∘ Cozy and closed off ∘ Unconventional parts, conventional whole
∘ Chill pours in from corridors that lead outside.
∘ Corridors that lead to switches are marked by patterns (engraved in the snow).
∘ Stiff like a carved wooden seal
Like birthday candles?
Low saturation on flame
– Switch –
Match marks of each room

Rough Sketch

Display Design

Candlestick Design

Sign Design


Inner walls are flat. Maybe curved could work?
Gate
Back side can be seen, so freeze it.
Maybe the walls should have photos of the circuits or decorative illumination?
Hollowed out to be a corridor.
Entrance to next floor
Connecting corridor or roofed passage
It'd be good to put something special here... maybe a pedestal?
Race Plaza Composition

Race Area Rough Sketch

DESIGNER'S NOTE

The Snow Kingdom exists far to the north. Past the cruel blizzard is an almost anticlimactically calm space, where the adorable Shiverians are ready to welcome the player warmly. Creating this contrast was a huge goal for the Snow Kingdom. To make that happen, we reproduced the detail of real ice and snow for the fields outside, then populated the village with warm buildings and lumpy, cartoonish snow. This may be a strange way to represent two different aesthetics in a single kingdom, but such a curious and interesting place demonstrates the breadth of this game's design concept.

Art Director Rikuto Yoshida

Shiveria's look combines snow with European architecture. The outdoor scenes are tinged with bleak colors, while the interiors are suffused in warm tones. The half-timber construction is both adorable and inviting at the same time. Embedding wooden materials in the ice resulted in a lovely design. The overall curvature gives the entire village a soft look as well. Rough-hewn logs, complete with their natural warping, are used for beams. The texture is imperfect, giving it a northern European air. The stands where we had the Shiverians sit to watch are made of snow.

Field/Concept Artist Asami Inoue

NOTES

Carving Out a Place to Stay

Mario can reach Shiveria Town through the big hole in the ground. Shiverians reside here, in a town hollowed out of the surrounding ice. The wooden interiors are lit by lamps, giving the town a warm feeling in stark contrast to the cold outside.

The Shiverian life in this town. Unlike the forbidding landscape outside, the interior has a bright and lively atmosphere.

The wooden architecture and gentle Shiverians are sure to warm your heart.

STORY

Four Barriers to the Bound Bowl

The Bound Bowl Grand Prix is very popular among the Shiverians, but the plaza doors leading to the race area were frozen shut by Bowser's mischief. In order to open the doors, Mario has to break through four barriers in four rooms connected to the plaza: icicles, columns of wind, ice walls, and a snowy mountain.

Columns of wind act as a barrier in one room. The Broodal Rango waits at the top of the path.

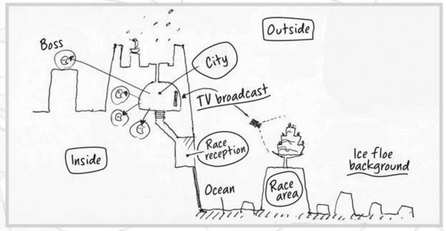
After overcoming the barriers, Bowser's door is unlocked with the help of Power Moons.

Bound Bowl Grand Prix Circuit

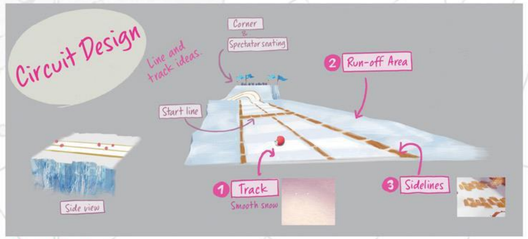
The Shiverians' famous race. They hold it on a special racetrack which requires participants to bound and bounce toward the goal.

Preliminary Design

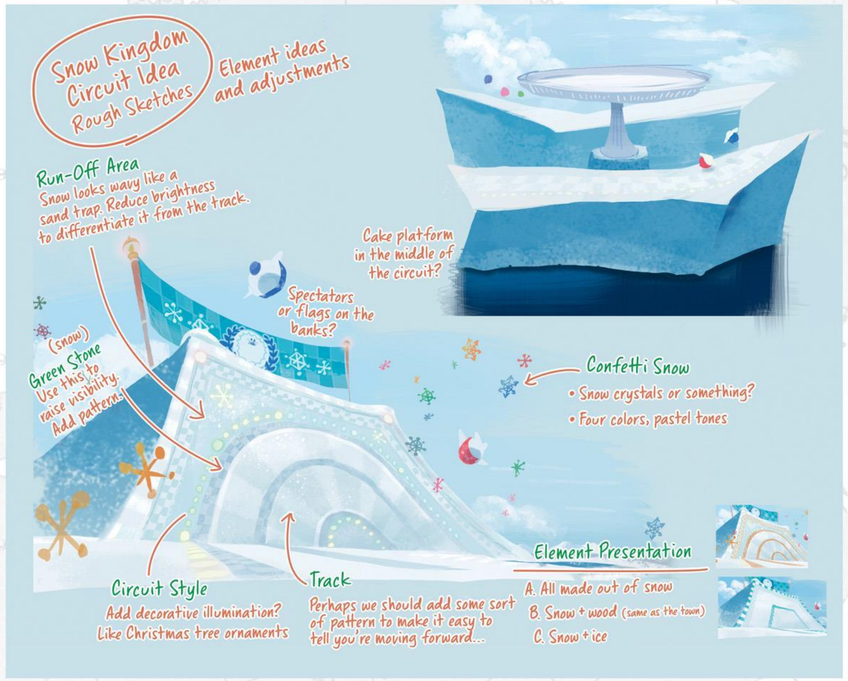
Cake Pedestal Design



City Layout Sketch



Circuit Design


Snow Kingdom Circuit Idea Rough Sketches
Element ideas and adjustments
Run-Off Area
Snow looks wavy like a sand trap. Reduce brightness to differentiate it from the track.
Cake platform in the middle of the circuit?
Spectators or flags on the banks?
(Snow) Green Stone
Use this to raise visibility. Add patterns.
Confetti Snow
• Snow crystals or something?
• Four colors, pastel tones
Circuit Style
Add decorative illumination? Like Christmas tree ornaments
Track
Perhaps we should add some sort of pattern to make it easy to tell you're moving forward...
Element Presentation
A. All made out of snow
B. Snow + wood (same as the town)
C. Snow + ice

Design Concept

DESIGNER'S NOTE

The Bound Bowl Grand Prix circuit was conceived as a race in the great outdoors. We looked for a design with a glacier at the base that would support a natural silhouette and a form that would lend itself to gameplay. We weren't sure if the corners would blend in naturally, given their sudden protrusion from the ground, but incorporating glacier blocks into the design prevented any issues. The spectator stands are made from the same glaciers but resemble cake tiers. When designing the race area, we focused on conveying where the tracks are at a glance.

We avoided artificial materials as much as possible to preserve the natural atmosphere and settled on a design using snow to show where the track was. The track itself is a smooth texture, while the area around it looks uneven, suggesting it will slow you down. Replacing confetti with snow crystals linked a festive element to the idea of snowfall. Making the event colorful added a visual accent to this silvery world.

Field/Concept Artist Asami Inoue

STORY

Braving the Bound Bowl

In the Bound Bowl Grand Prix, the Shiverians use their unique body types to their advantage. Mario's too small to participate, but by Capturing a certain timid Shiverian, he can join in the fun. Bowser may have stolen the race prize–the Frost-Frosted Cake–but you can grab a Multi Moon for your troubles.

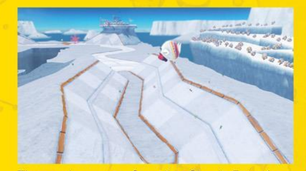
A Shiverian racer hides out in the waiting room. Capture him and win in his stead!

In the Bound Bowl Grand Prix, bound as fast as you can to reach the goal before your rivals.

TIPS

Double the Difficulty on Twin Circuits

The Bound Bowl Grand Prix has two different circuits: the normal Snowline Circuit for the average racer, and the difficult Iceburn Circuit, reserved for a chosen few. Reception areas are different for each race.

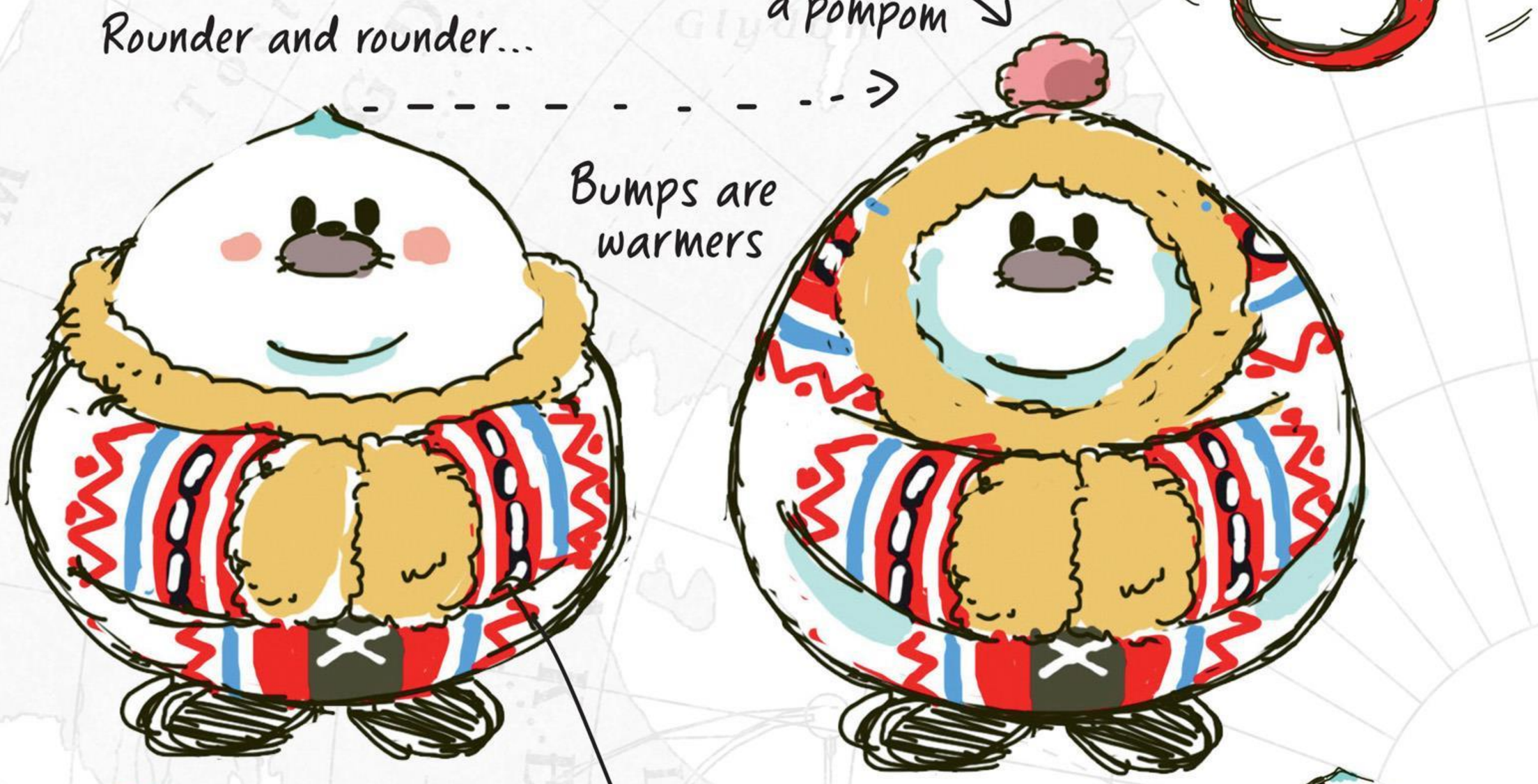


The regular course, Snowline Circuit. Enter from the underside of Shiveria.

The Iceburn Circuit sports more curves and slopes. Bounding is much harder on this circuit.

Shiverians

Residents of Shiveria. Their warm personalities suit their proficiency for baking.



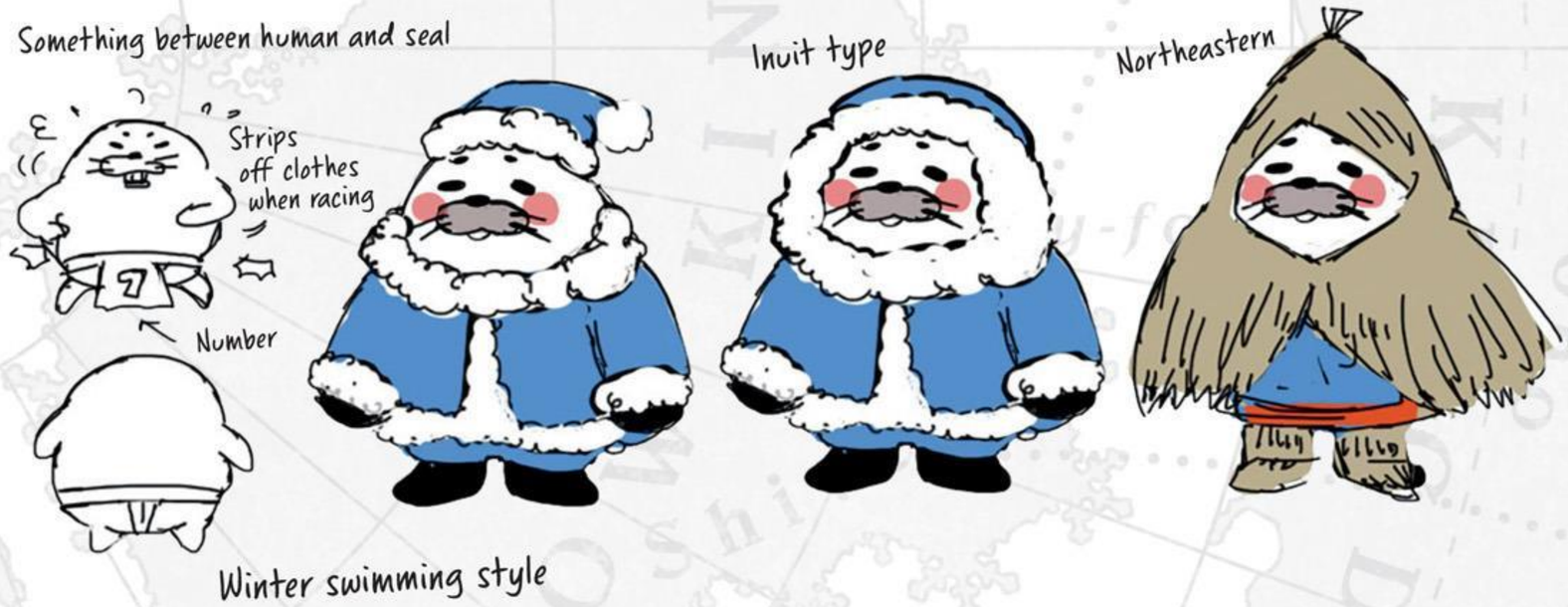
Design

Clothing Design Sketches

Concept Sketches

Designs

Like an old man
Quick movement
Fastener should be made of solid metal.
Rolled-ball shape is like a pillbug
*Down jacket seams



NOTES

Meet the Gentle Giants

The round-bodied locals of the Snow Kingdom clad themselves in thick clothing. They constructed the village out of ice and snow, sheltered from the intense cold outside. Their warm attitudes and obvious skill make the cakes they bake popular for weddings.

The calm Shiverians prefer fluffy clothes. Talking to them warms even the coldest heart.

TIPS

Dedicated to the Game

Shiverians' round forms are perfect for racing in the Bound Bowl Grand Prix. Seeing them jostle for first on the circuit pumps up any spectator, drawing crowds from both inside and outside the kingdom. They say some veteran racers have a bit of a wild streak.

The racers wear less than the average Shiverian.

The Bound Bowl is a popular spectator sport. Many Shiverians watch the race from the monitors.

There are eight participants in each race. Bounding through the corners is the key to victory.

Shiverian Elder

The head of the Shiverians. Only he can bake the coveted Frost-Frosted Cake.

Without glasses

Shiverian Elder Design

Strawberry-red (different from Mario red).

Shiverian Elder Designs

"Bigger is better" pattern

Penguins

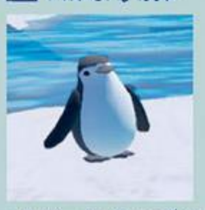
Avian inhabitants of Shiveria. They may look like normal penguins, but these will fly off if you get too close.

Penguin Design

[A] Realistic + cartoonish

- I didn't want to get rid of [B] or [C], so I made a design between the two.
- Realistic texture

[B] Realistic look



- Matches the Super Mario Odyssey aesthetic
- Flies as gag (might be funny/surreal)

[C] Classic look

- Old school

[D] Snowman proportions

- Snowman shaped

[E] Small bird with penguin coloring

- No confusion if it flies (although might be boring...)

DESIGNER'S NOTE

Since some Shiverians race in the Bound Bowl Grand Prix, they had to have round bodies—or at least bodies that could turn into a ball when necessary. We used seals as a temporary model during the trial phase, then developed that idea a bit further. We decided to make them round by default, to let them rotate and bounce with ease. The way they hide away their hands in front of them when not racing makes them look spherical already.

The kingdom had a mostly northern European look, but we added elements from other cultures, like the Russians and the Inuit. The Elder has the look of a large, wise individual. In reality, he is the legendary champion of the Bound Bowl Grand Prix. I'm sure he has high hopes for the next generation!

Character Artist Akiko Hirono

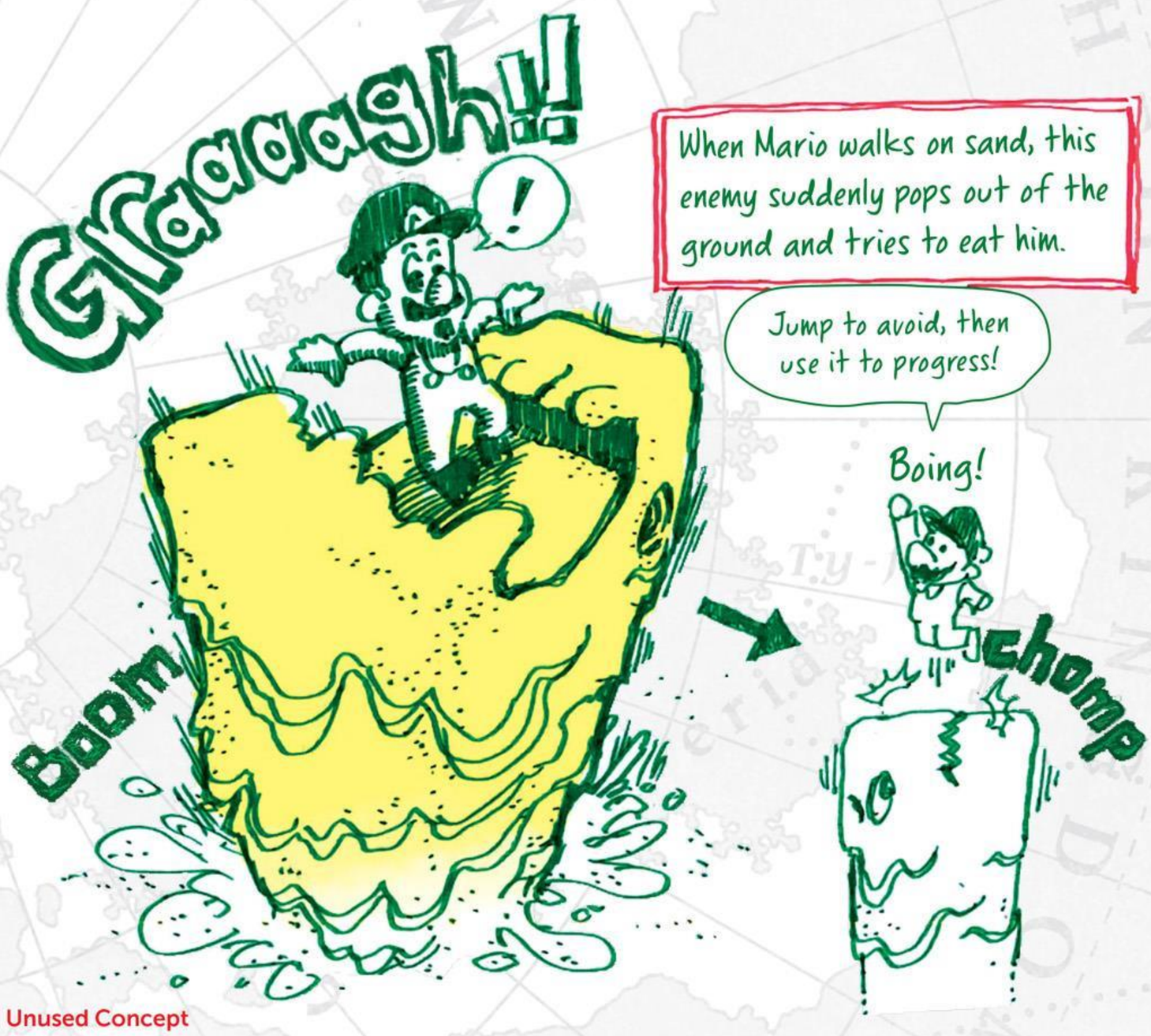
Rough Sketches

Ty-foo

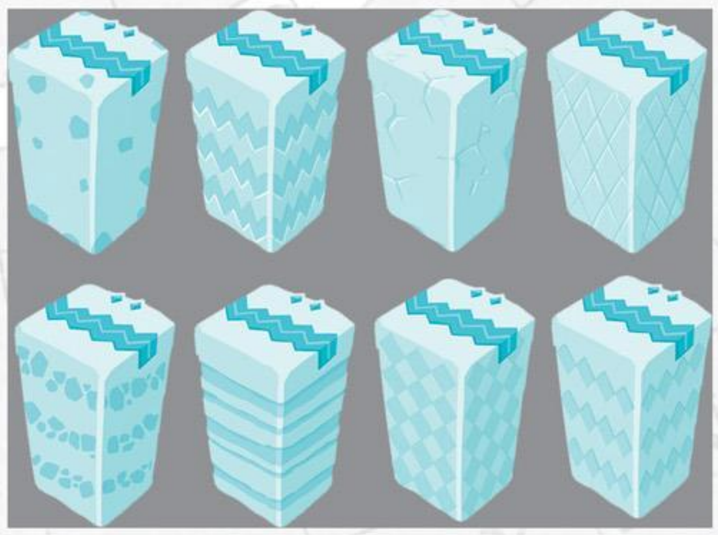
Blows powerful gusts of wind to send objects flying. Capture one to move freely around and cause wind-blown chaos.

Bitefrost

A creature that approaches underground, shooting out of the ice to snap at Mario.


Graaagh!!
!
Boom
When Mario walks on sand, this enemy suddenly pops out of the ground and tries to eat him.
Jump to avoid, then use it to progress!
Boing!
Chomp

Unused Concept



Bitefrost Preliminary Design

NOTES

Ancient Administrator of the Bound Bowl Grand Prix

The Shiverian Elder sports an impressive mustache. Settled into his rocking chair, he watches over the young Shiverian racers from behind his signature sunglasses. His mumbling and grumbling betray his age.

The acting manager of the Bound Bowl Grand Prix. Talk to him when you feel like taking on a race!

TIPS

Beware the Beast from Below

Bitefrosts move toward their prey's location under the ice and then pop out to attack with gnashing teeth. You can see their shadows as they approach, so avoid their attacks with a well-timed jump to use them as platforms.

The Bitefrosts in Mount Volbono swim in the salt. This gives their bodies a different color.

TIPS

Hunt for the Hidden Coins

Coins and blocks are hidden in unexpected places. Certain actions, like a Ground Pound, will reveal any hidden gems nearby. Try testing the waters in any place that looks suspicious.

These coins are just barely visible after a Ground Pound. Touch them twice to collect: once to materialize them, and once to grab.

Seaside Kingdom

Bubblaine

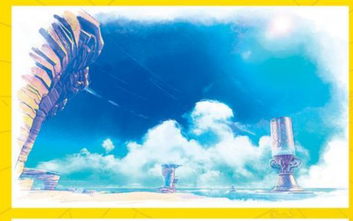
DESIGNER'S NOTE

The Seaside Kingdom, an expansive world, is an essential part of the adventure that showcases the elegance of travel. In order to highlight the submerged portion of the world, most of your time spent in pursuit of the Multi Moon is underwater. Just like in the Snow Kingdom, players are given some leeway in deciding which winding path they take to obtain the Multi Moon, putting more of a focus on exploration.

Steep cliffs and the central Glass Tower were added as landmarks to prevent players from getting lost. The Gushen character combines high-speed movement and combat in its Capture action, and the boss battle against Mollusque-Lanceur III takes place over most of the stage. This gives the Seaside Kingdom a special kind of appeal.

Director Kenta Motokura

WORLD DATA



Population:	Middling	Currency:	Shell shaped
Size:	Wide	Industry:	Bubbly water, tourism
Locals:	Bubblainians	Temperature:	Average 88°F

Blue skies expand over this resort island and a sea of carbonated water. Small islands dot the vast waters, and famous locales abound. The Glass Tower in the center is certainly worth a look.

Power Moons

73

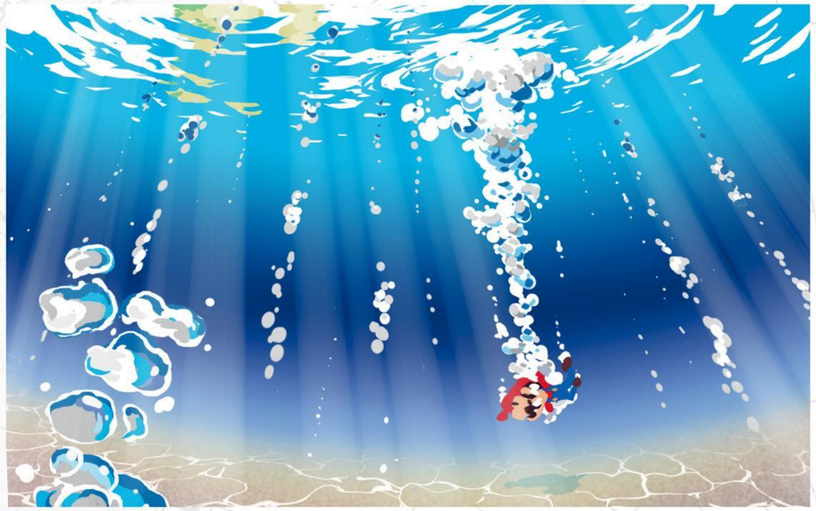
Regional Coins

100

Maps

Concept Art

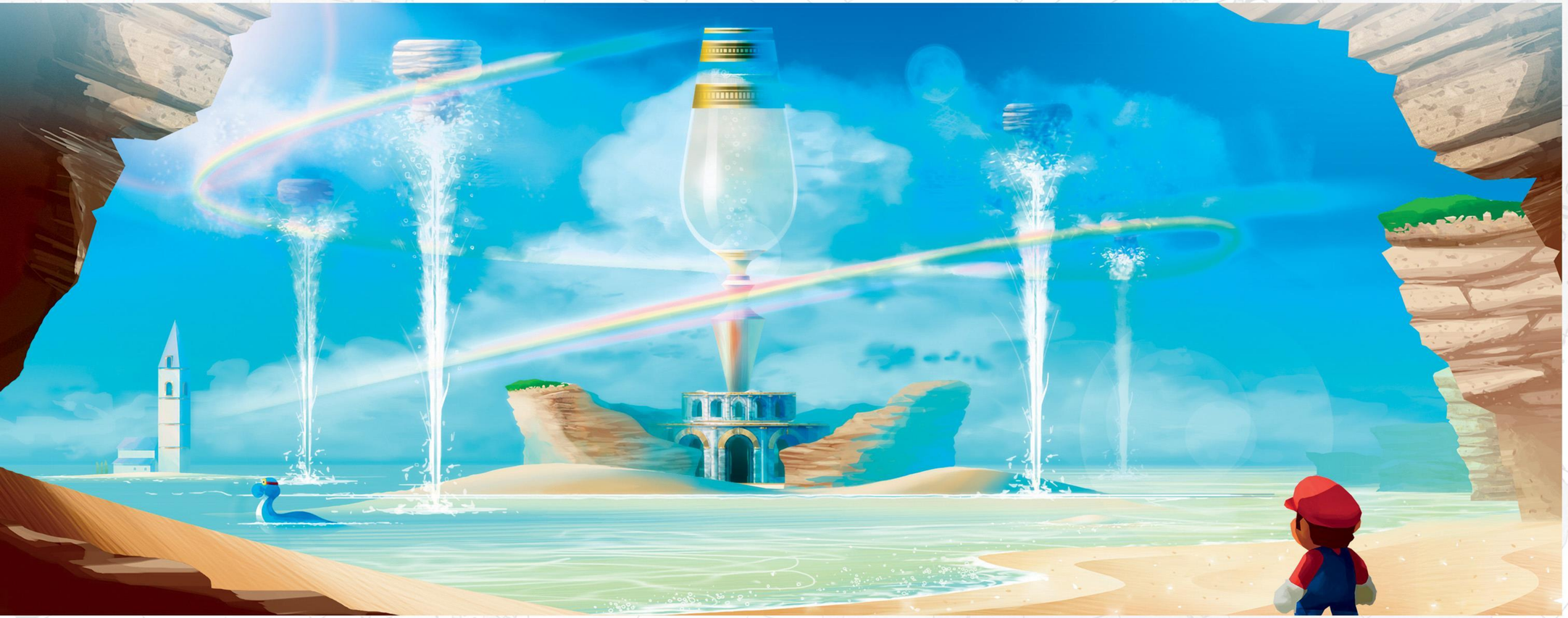
These ideas and rough sketches were made after the Seaside Kingdom was put together. The Glass Tower is depicted at the center of the area.



Preliminary Design

Preliminary Design

Preliminary Design



STORY

Chaos on the Island of Delight

Bowser's quest for the Sparkle Water leads to a kingdom of endless summer, beautiful waters, and azure skies. Coming here could be a chance for Mario and Cappy to enjoy a rare moment of peace, but . . . almost as if to intentionally ruin the serenity, a monster attacks the resort island! Uncork fountains around the kingdom to take back the Glass Tower.

Various buildings sit on the seaside islands. The world sprawls out as far as the eye can see. All of it can be reached by swimming.

An air of luxury is apparent in the details of the buildings and parasols, offering a more sophisticated atmosphere.

Mario and Cappy arrive to find the resort in disarray. Take down the monster and restore the sea to its natural beauty!

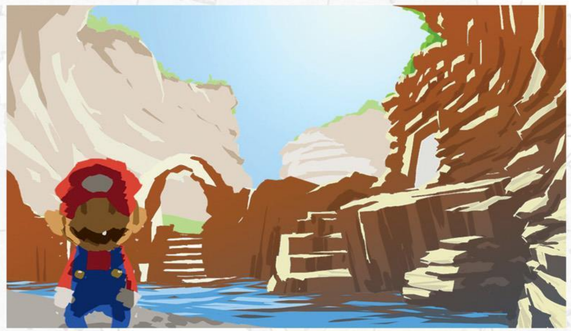
NOTES

The Scintillating Sound of the Carbonated Sea

Bubblaine is famous for its ever-bubbling carbonated seas. Those who leap into the waters are met with the fizzy and pleasant popping of air bubbles, which can only be experienced in this kingdom. Enjoy this phenomenon to your heart's content.

Jump into the sea to experience a plunge both refreshing and satisfying.

Preliminary Design



Preliminary Design

Preliminary Design

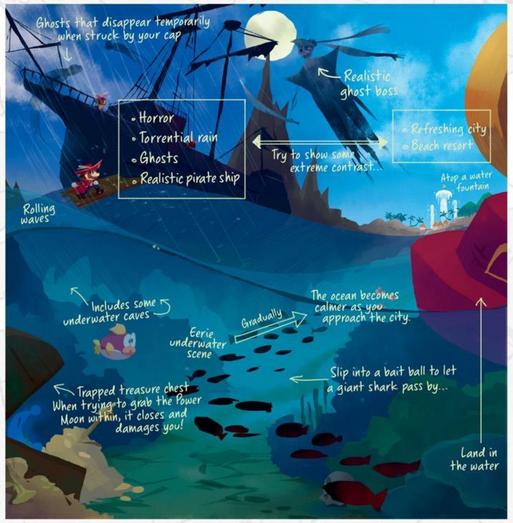
Preliminary Design

DESIGNER'S NOTE

The theme of this sophisticated yet relaxed resort is "luxury" and was inspired by places like France. Golden beaches and decorated buildings add refined highlights across the level. The Bubblainian characters are posh people, so we chose gold as an accent color in their designs. We made adjustments here and there so as not to interfere with the impression of a cerulean ocean expanse.

The seawater became carbonated due to its proximity to the Sparkle Water. The refreshing nature of the constant carbonation and the way the bubbles interact with Mario's swimming make the game experience that much more substantial. The name "Bubblaine" was also derived from this design aspect.

Art Director Rikuto Yoshida


Ghosts that disappear temporarily when struck by your cap
Realistic ghost boss
• Horror
• Torrential rain
• Ghosts
• Realistic pirate ship
Try to show some extreme contrast...
• Refreshing city
• Beach resort
Atop a water fountain
Rolling waves
Includes some underwater caves
Gradually
Eerie underwater scene
The ocean becomes calmer as you approach the city.
Slip into a bait ball to let a giant shark pass by...
Trapped treasure chest When trying to grab the Power Moon within, it closes and damages you!
Land in the water

Design Concept

NOTES

A Hot Spring in High Demand

An island to the northwest has a hot spring fed by volcanic activity, offering visitors a natural open-air bath. This is a primo spot for enjoying the view of the wide-open seas while reinvigorating your swim-weary body. The island is tremendously popular with tourists, even ones who know nothing of its health benefits.

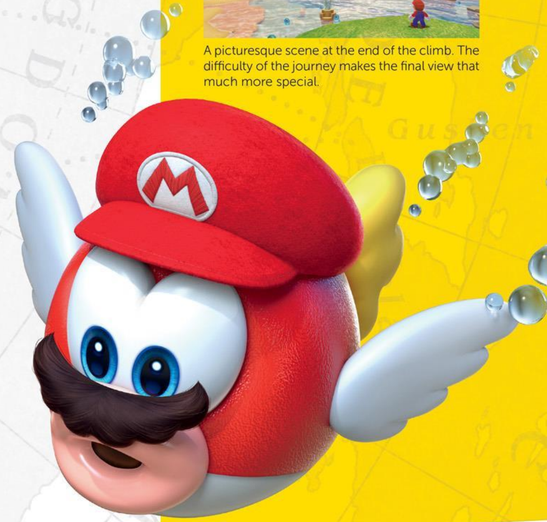
A natural hot spring wells up on this small island. This popular spot sees an array of tourists from every kingdom.

NOTES

A Canyon of Crustacean Calamity

The cliffs to the southwest are home to an expansive canyon. The center is a dangerous area full of steep slopes, where massive shells tumble down from above. An impressive view awaits those who make it to the end of the trail despite the danger, giving potential visitors incentive to brave the trek.

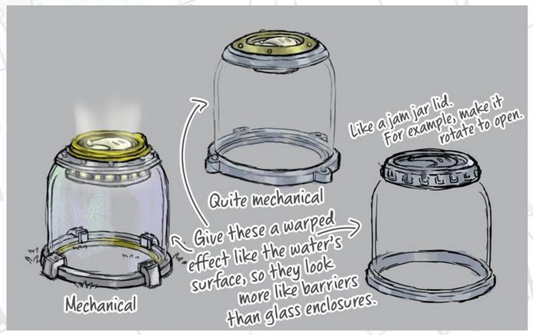
A picturesque scene at the end of the climb. The difficulty of the journey makes the final view that much more special.



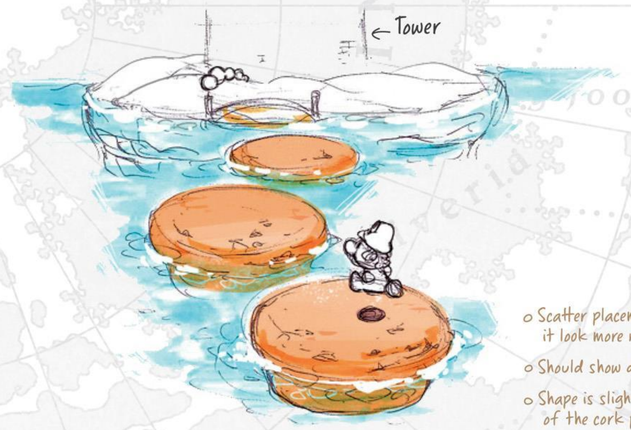
Preliminary Design

Coral Designs

Moon Cage Designs


Quite mechanical
Like a jam jar lid. For example, make it rotate to open.
Give these a warped effect like the water's surface, so they look more like barriers than glass enclosures.
Mechanical

Pillar Designs


Tower
Scatter placements slightly to make it look more natural.
Should show difference in scale...
Shape is slightly reminiscent of the cork pillars.

Resembles cork pillars with a simple shape.
Maybe it should be a bit thinner...
Note: A pattern should be burned into the surface to differentiate it from naturally shaped cork.
This may suggest some hidden meaning, so no pattern.

Cork Floats Design

TIPS

Unravel the Riddle of the Inlet

Four treasure chests can be found deep inside the inlet's submerged caves. But these are not ordinary chests; those who try to open them without solving their mystery first will fall prey to vicious beasts. Incidentally, a similar group of chests can also be found in Peach's Castle.

The order in which you open these four chests is important. Choosing the wrong chest at the wrong time will make it disappear, replacing it with a monster.

TRIVIA

A *Super Mario* Swim Class

Mastering Mario's swimming techniques is essential to exploring these beautiful waters. Swimming with the A or B Buttons directly after an underwater Ground Pound (with ZL or ZR Buttons) gives Mario an extra speed boost. Alternatively, performing an underwater Ground Pound, hitting the sea floor, then immediately swimming sends Mario shooting toward the surface. Remember these useful techniques for surveying the open seas.

Mastering these moves makes swimming through the surf that much more enjoyable. Just don't get so enraptured that you forget to come up for air . . .

TUG
Cork restrained by chains.
Chain should cut into the cork.
Chains should look taut.
See wire cutting into a cork for reference.
Hexagonal chains.
Upper surface is rounded (it can be flat if this doesn't work well).
Top side
Raised logo
Cross section should raise gradually.
Chain is fixed in place with these parts
Metal is a pale green. Cracked.
Green paint peeled off in some places, exposing the copper material underneath (think of it as adding in some Bowser orange).
Refer to Bowser's Kingdom if you add spikes. Doesn't cause damage
Bottle Design
← Cork comes off, Sparkle Water shoots out.

Cork Pillar Designs

Glass Tower

An enormous glass vessel towers over the center of the resort. The Sparkle Water stored within is made from the four water fountains surrounding it.

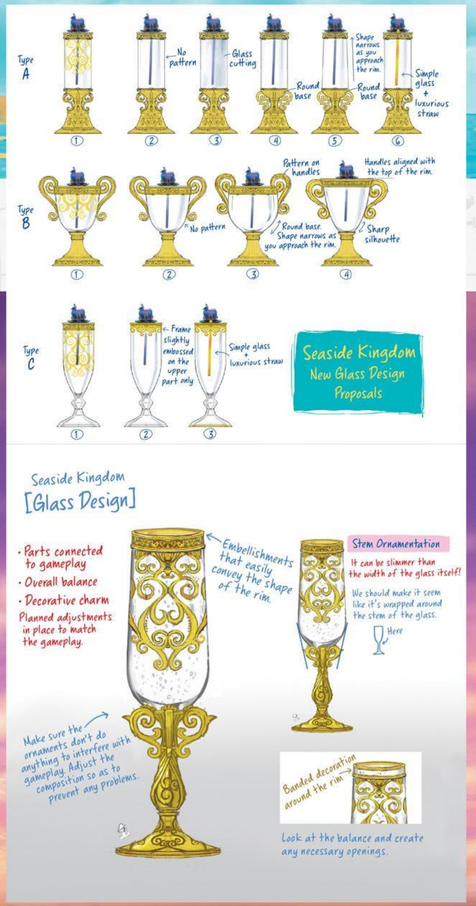
Preliminary Design—Before Boss Battle

DESIGNER'S NOTE

The Glass Tower creates a beautiful silhouette against its surroundings. We added Art Nouveau reliefs to give it an air of luxury. The design of the lighthouse complements the Glass Tower. Their forms resemble one another, so their ornamentation makes them visually distinct. The design also renders them recognizable from any distance. The tower appears streamlined from far away, with intricate details revealing themselves as you approach. We considered something like grape juice or lemonade for the hue of the Sparkle Water, but in the end we decided to give it the same color as the surrounding waters.

The Seaside Kingdom is a wide-open area, so at the director's behest we designed it with clear cardinal directions. The building below the Glass Tower juts out to the south and is emblazoned with gorgeous reliefs. We added decorative elements to the design with these things in mind.

Field/Concept Artist Asami Inoue


Type A
No pattern
Glass cutting
Round base
Shape narrows as you approach the rim.
Round base
Simple glass + luxurious straw
Type B
No pattern
Pattern on handles
Handles aligned with the top of the rim.
Round base. Shape narrows as you approach the rim.
Sharp silhouette
Type C
← Frame slightly embossed on the upper part only
Simple glass + luxurious straw
Seaside Kingdom New Glass Design Proposals
Seaside Kingdom
[Glass Design]
• Parts connected to gameplay
• Overall balance
• Decorative charm
Planned adjustments in place to match the gameplay.
Embellishments that easily convey the shape of the rim.
Stem Ornamentation
It can be slimmer than the width of the glass itself!
We should make it seem like it's wrapped around the stem of the glass.
Here
Banded decoration around the rim
Make sure the ornaments don't do anything to interfere with gameplay. Adjust the composition so as to prevent any problems.
Look at the balance and create any necessary openings.

Pedestal Rough Sketch

Preliminary Design—After Boss Battle

Glass Tower Design

NOTES

The Beachside Beverage That Bestows Blessings

Carbonated seawater erupts from the four water fountains. When these waters mix together inside the Glass Tower, the local specialty known as Sparkle Water is born. Only the bubbling seawater of the Seaside Kingdom can produce this special blend. This product is said to bring about positive changes, and many drink it as a sort of good-luck charm.

The Glass Tower is in the center of the Seaside Kingdom. The famous Sparkle Water churns inside.

Four gushing fountains. Entering their streams will launch Mario directly to the Glass Tower.

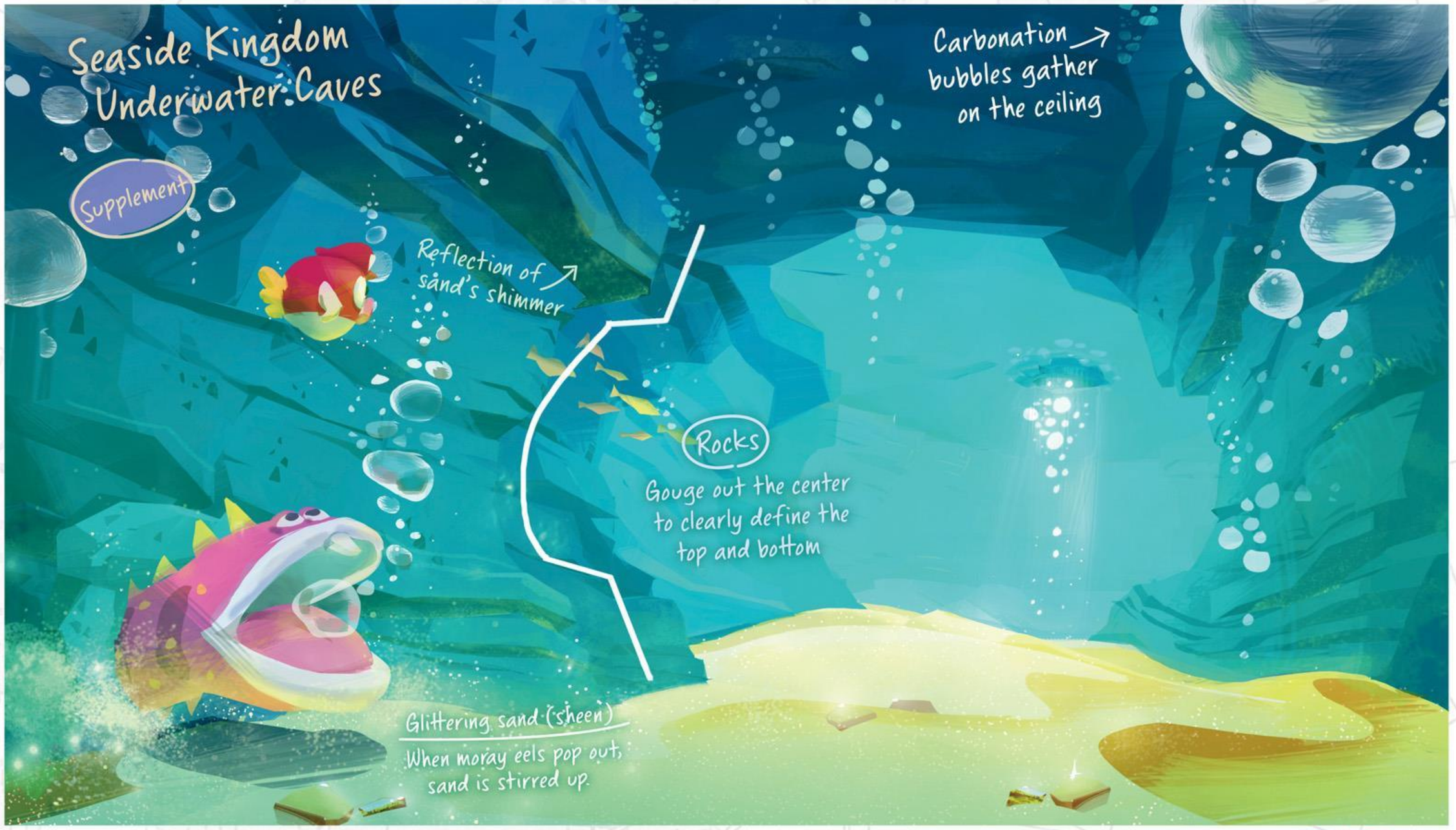
STORY

A Tantalizing Transition from Day to Dusk

Blue skies bathe the kingdom when Mario first arrives, then settle into a warm dusk once he trounces the local troublemaker. The gold-stained skies reflect off of the Glass Tower, offering a gorgeous sight not seen in the daytime.

Blue skies greet Mario and Cappy upon their arrival. Both sky and sea provide a refreshing vista.

When the beast is beaten and things finally settle down, it's already dusk in the Seaside Kingdom. Both settings have something to enjoy.


Seaside Kingdom
Underwater Caves
Supplement
Reflection of sand's shimmer
Carbonation bubbles gather on the ceiling
Rocks
Gouge out the center to clearly define the top and bottom
Glittering sand ('sheen)
When moray eels pop out, sand is stirred up.

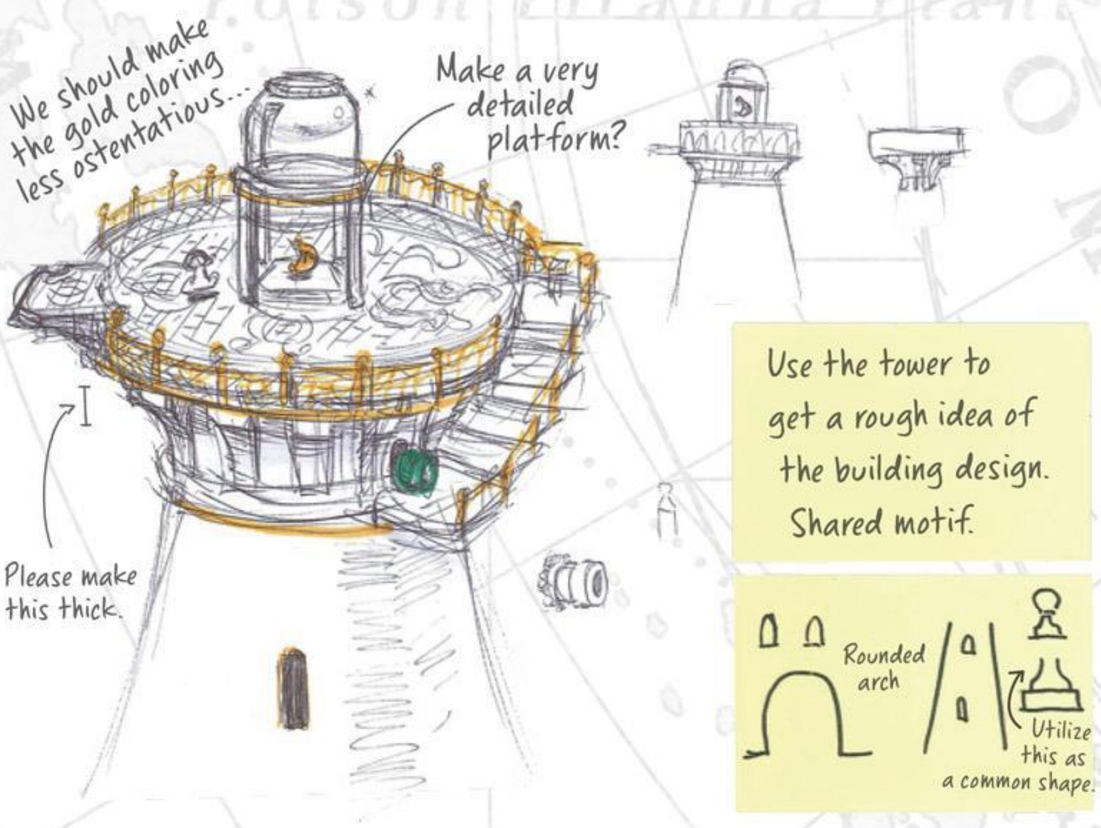
Design Concept

Underwater Cave

Caves connect to the lighthouse from an opening to the northeast. Maw-Rays have made these caves their den.

Lighthouse

A building standing to the east. At first Mario has to swim through the underwater caves to get inside, but afterward a pole grants easy access.


We should make the gold coloring less ostentatious...
Make a very detailed platform?
Please make this thick.
Use the tower to get a rough idea of the building design. Shared motif.
Rounded arch
Utilize this as a common shape.

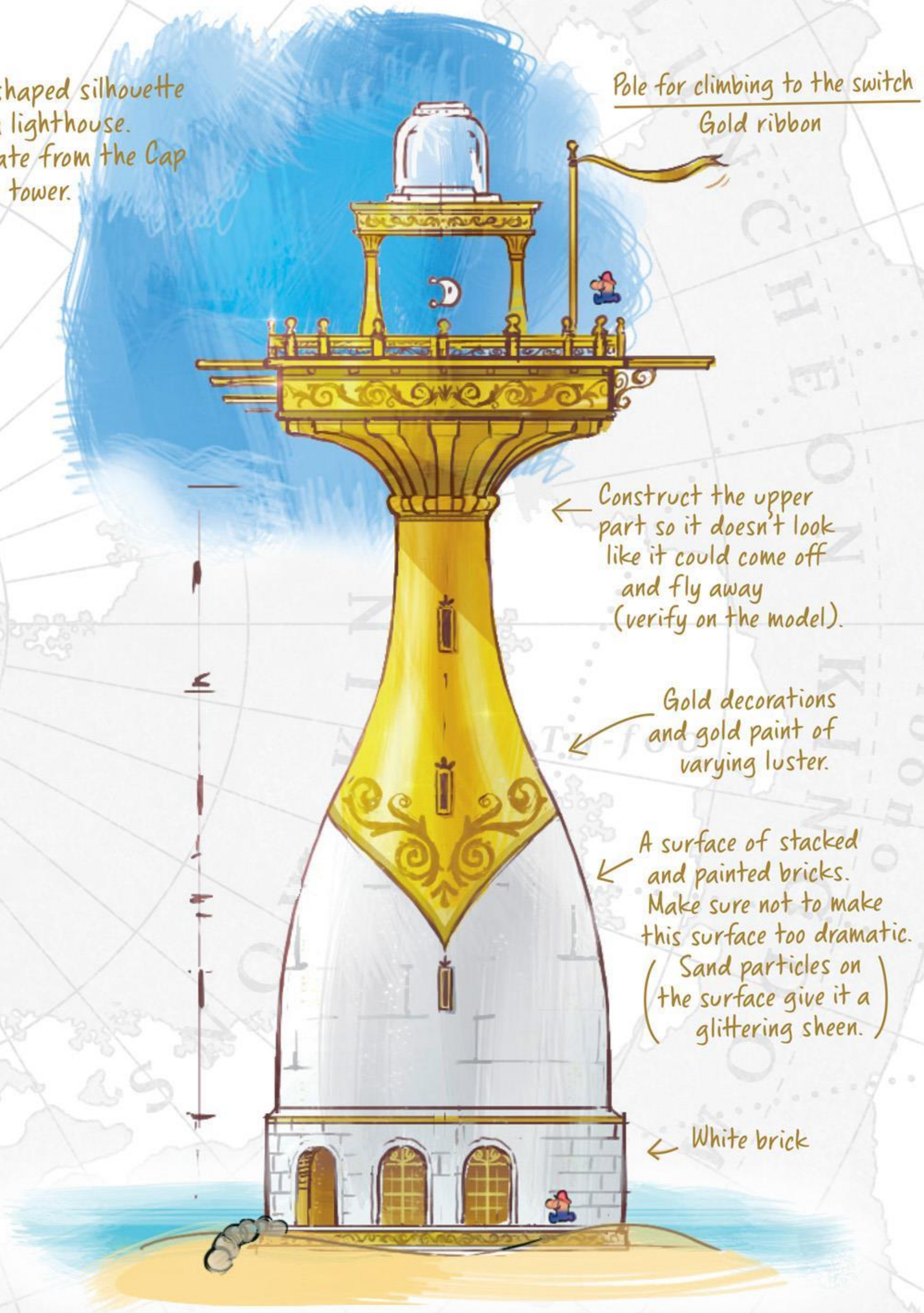
Rough Sketch

Roof

Roof Design

(Power Moon and a pedestal with a switch in the center)

- Platform's metal wire netting looks Art Nouveau (use a simpler pattern if this seems annoying).
- For the floor, add gold decoration to white brick.

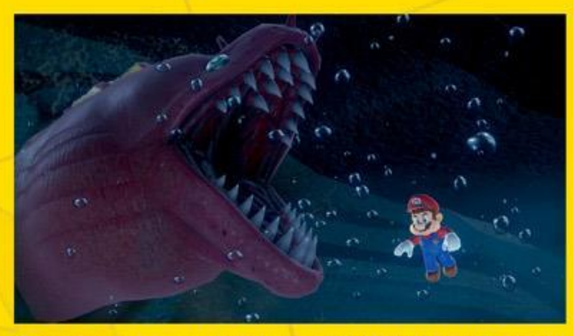

A bottle-shaped silhouette based on a lighthouse. Differentiate from the Cap Kingdom's tower.
Pole for climbing to the switch
Gold ribbon
Construct the upper part so it doesn't look like it could come off and fly away (verify on the model).
Gold decorations and gold paint of varying luster.
A surface of stacked and painted bricks. Make sure not to make this surface too dramatic.
(Sand particles on the surface give it a glittering sheen.)
White brick

Preliminary Design

TIPS

The Eel-Infested Underwater Caves

To get to the lighthouse roof, Mario has to pass through the underwater caves. The area is swarming with eels ready to pop out of their holes at the slightest provocation, gnashing their gaping maws. There are few places to take a breather, so Capture a Cheep Cheep and power through.



Get too close to its den, and the Maw-Ray will show its ugly mug. Pay attention to their telltale rumble.

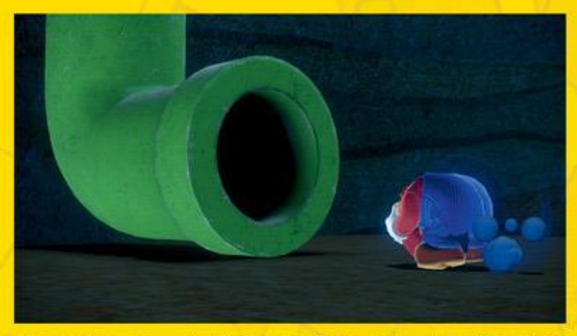
Capture a Cheep Cheep to take advantage of its swimming prowess. Give those eels the slip!

The pipe in the deepest part of the caves leads to the top of the lighthouse.

TRIVIA

Pro Tips for Prompt Pipe Passage

When entering a pipe, perform a Ground Pound on vertical pipes or roll into horizontal pipes to slightly shorten your time in the pipe. The difference is small, but you'll be glad you've got this useful tool in your arsenal when you're in a hurry!



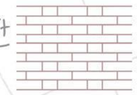
Even the sound Mario makes entering the pipe changes slightly. Such methods are a boon to aspiring speedrunners!

Beach

A sandy stretch of beach to the south. Visitors can relax by the beach house or enjoy a game of Beach Volleyball.

Seaside Kingdom
Building Aesthetic Rough Draft

- Tower
- Underwater manmade object



Brick layout

Ratio of gold decoration
■ on top and bottom
Thicker on the bottom side

Add embossed (pseudo-3D) motifs in a few places to add linear accents.

Plant Designs

Wall plant

Unobtrusive vines

Thicket

Making these too thin would be irritating, so make them appropriately thick.

Leaves

Fruit attached

Don't add too much fruit...
Just enough so it doesn't stand out too much.

Elliptical (droplet shaped)

Beach House Design

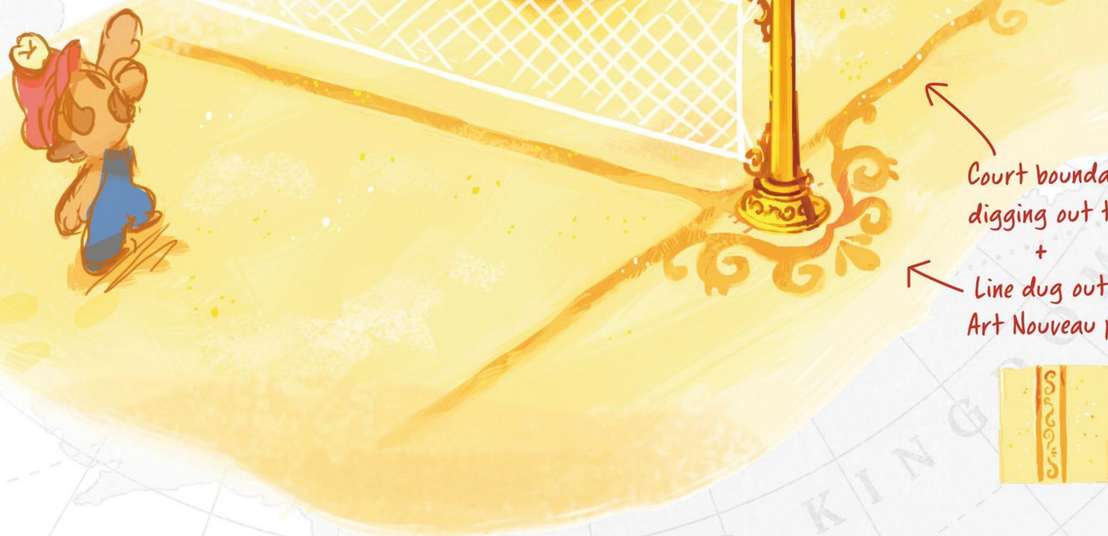
Eaves
Elegant luster

Proportions should be about this dense?

- Top-quality umbrella silhouette, translucent
  Create a visual distinction between these and the parasols of the Sand Kingdom.
- Gold decoration, unified with an Art Nouveau design.

Beach Parasol Design

Cork-shaped platform
(Made of sand)



Court boundary made by digging out the sand
+
Line dug out in an Art Nouveau pattern.

Beach Volleyball Court Design

Made to match parasol

Put a pattern on the cork
It seems to be burned on

Perhaps a simple line would be more easily understood...

NOTES

The Bubblainian Beach Ball Blast

Come to the court on the southwest side of the beach to play Beach Volleyball, the kingdom's national pastime. Get the ball in the air and learn to rally with the Bubblainian coach. The ball gets faster and faster . . . How long can you play?!

Hop onto the court to start the challenge. Mario can smack the ball back with his body or his cap.

The beach ball looks like a Cheep Cheep. A specialty of the Seaside Kingdom!

TIPS

The Plumber's Green Thumb

Four flowerpots sit on the roof of the beach house. Planting seeds in these pots causes plants to grow over time, revealing a Power Moon when they bloom. These seeds and plants also exist in other kingdoms. Practice your gardening skills anywhere you find them!

Find seeds and toss them into pots. They'll bud and sprout as time goes on.

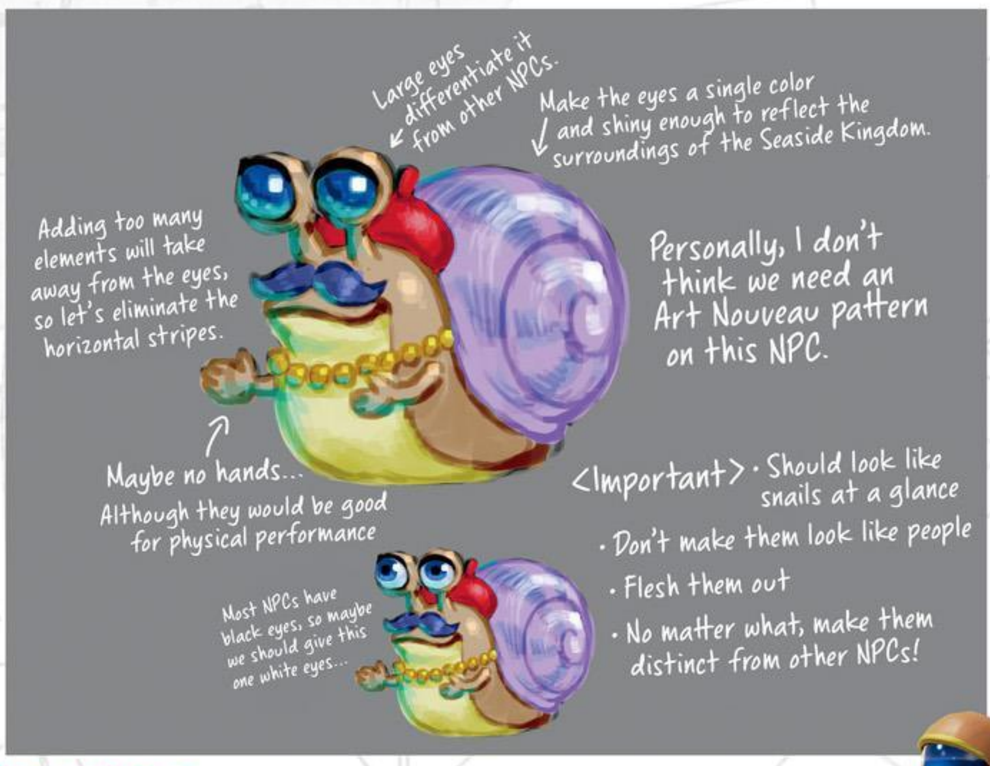
If you don't feel like waiting, Capture a Gushen to give them the TLC they need to flourish!

Bubblainians

The residents of Bubblaine. The shells on their backs allow them to hide when necessary.

Design

Rough Sketches


Large eyes differentiate it from other NPCs.
Make the eyes a single color and shiny enough to reflect the surroundings of the Seaside Kingdom.
Adding too many elements will take away from the eyes, so let's eliminate the horizontal stripes.
Personally, I don't think we need an Art Nouveau pattern on this NPC.
Maybe no hands...
Although they would be good for physical performance
<Important>
• Should look like snails at a glance
• Don't make them look like people
• Flesh them out
• No matter what, make them distinct from other NPCs!
Most NPCs have black eyes, so maybe we should give this one white eyes...

Coach Design

Preliminary Designs

DESIGNER'S NOTE

The Seaside Kingdom design was influenced by French style—hence the stripes and escargot motifs. The tourist trade has made Bubblainians quite wealthy, so we gave them accessories for an aristocratic air. They are smaller than residents of other kingdoms, so we added some pizzazz to their movements: their eyes bug out, their mouths flop, and they hide in their shells when frightened.

The Lake Kingdom also has a water theme, but we were able to distinguish the residents with a shell motif, giving them an otherworldly strangeness different from the fantastical nature of Lake Lamode.

These residents have a mostly calm disposition, and only the volleyball coach demonstrates any kind of passion. But no matter their attitude, all Bubblainians share a love of luxury.

Character Artist Akiko Hirono

NOTES

The Laid-Back Locals of the Seaside Kingdom

No Bubblainian would be seen without their gleaming necklace or sparkling shell. Their relaxed personalities likely contribute to the tranquil vibe of their kingdom. The resort business makes up most of the industry in Bubblaine. It is common to observe a Bubblainian offering hospitality to guests or advertising the resort in other kingdoms. Many of their kind also have a passion for volleyball.

The Bubblainians are a chill and cheerful people. Their dewey skin seems to be the result of the carbonated waters.

They tend to stretch their eye stalks and retreat into their shells at the slightest hint of danger.

Mario gets a chance to dance with these sea people. Change into his resort wear to get the party started!

NOTES

Versus the Volleyball King

Go to the Beach Volleyball court to get one-on-one lessons from the full-time coach. His bronze skin matches the shimmering sands. When he spots potential challengers, he'll shout, "Get on the court!"

The volleyball coach exudes an air of expertise. Or perhaps it's the odor from his trademark straw hat . . .

Gushen

A foe that attacks by shooting out the water surrounding its body. Capture one and use this ability to zip around the kingdom.

Eye placement is ambiguous.
Added eyes. Maybe they should look more childish?
Tried adding small specks.
This might be a good balance.
Mustache color resembles Mario's.
Captured version.
Be aware that its form flows backwards.

Designs

Rough Sketches

Maw-Ray

Giant creatures dwelling in the underwater caves. They pop their heads out and bite anything that comes close to their dens.

Design

TIPS

Go, Go, Gushen Mario!

It's fight *and* flight when Mario Captures a Gushen! While the Cheep Cheep is still the best bet for underwater exploration, the Gushen takes the cake for travel above the water's surface. But beware, using up all the water surrounding it will render a Gushen almost immobile.

Use the water spray to move horizontally or vertically. Shift between planes for the most fluid movement (pun intended).

Spraying drains the water around the Gushen, reducing it to this floppy form when it dries up. Find some water to get it back in gear!

TRIVIA

A Loyal Companion from an Era Past

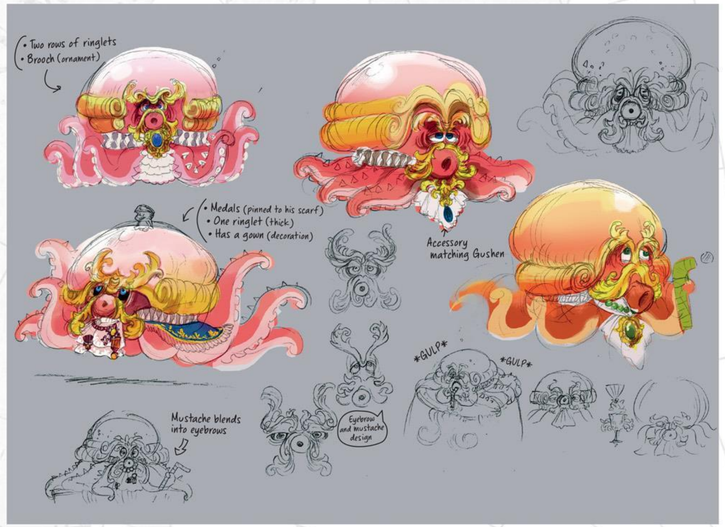
The Nintendog uses its famous sense of smell to track down buried objects. When it sees Mario it comes running, following him near and far. It makes an appearance in many of the kingdoms, but in special cases it may watch the *Odyssey* for our heroes while they're off adventuring.

Nintendog's always up for a little fun! Throw Cappy for a quick game of fetch.

Expect it to curl up for a nap next to a sleeping Mario. Does it get any cuter than that?

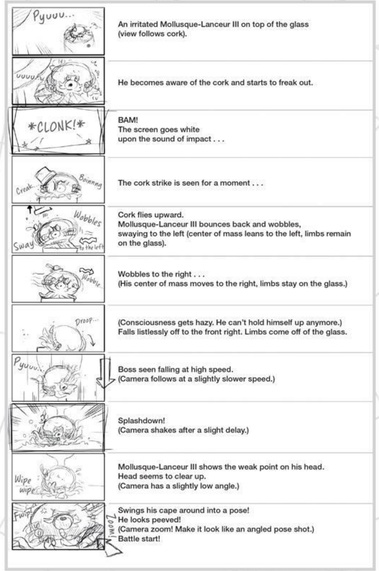
Brigadier Mollusque-Lanceur III, Dauphin of Bubblaine

When Mario pops all four corks, they're sent smashing into this boss's head, provoking him to fight. He flies around, firing missiles.

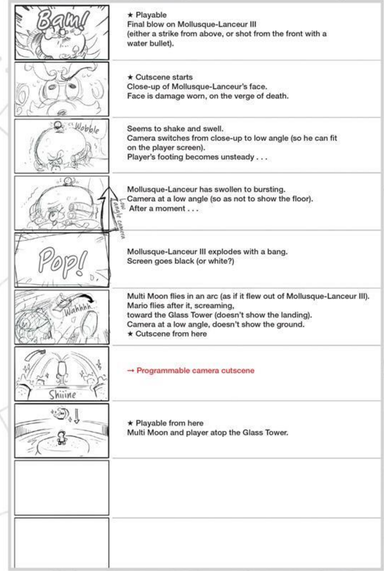


Rough Sketches

Missile Storyboard


Pyuuu...
An irritated Mollusque-Lanceur III on top of the glass (view follows cork).
He becomes aware of the cork and starts to freak out.
CLONK!
BAM! The screen goes white upon the sound of impact . . .
Cracks
Bulging
The cork strike is seen for a moment . . .
Wobbles
Sways
Cork flies upward. Mollusque-Lanceur III bounces back and wobbles, swaying to the left (center of mass leans to the left, limbs remain on the glass).
Droop
Wobbles to the right . . . (His center of mass moves to the right, limbs stay on the glass.)
Droop
(Consciousness gets hazy. He can't hold himself up anymore.) Falls listlessly off to the front right. Limbs come off of the glass.
Pyuu...
Boss seen falling at high speed. (Camera follows at a slightly slower speed.)
Splashdown! (Camera shakes after a slight delay.)
Wipe wipe
Mollusque-Lanceur III shows the weak point on his head. Head seems to clear up. (Camera has a slightly low angle.)
Swings his cape around into a pose! He looks peeved! (Camera zoom! Make it look like an angled pose shot.) Battle start!

Boss Battle Victory Storyboard

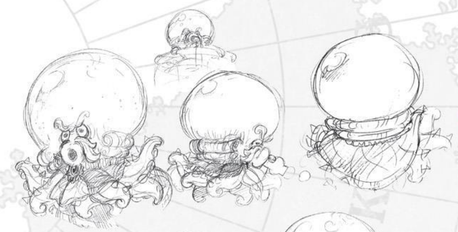

Bam!
★ Playable
Final blow on Mollusque-Lanceur III (either a strike from above, or shot from the front with a water bullet).
★ Cutscene starts
Close-up of Mollusque-Lanceur's face. Face is damage worn, on the verge of death.
Wobble
Seems to shake and swell. Camera switches from close-up to low angle (so he can fit on the player screen). Player's footing becomes unsteady . . .
Mollusque-Lanceur has swollen to bursting. Camera at a low angle (so as not to show the floor). After a moment . . .
Pop!
Mollusque-Lanceur III explodes with a bang. Screen goes black (or white?)
Wobble
Multi Moon flies in an arc (as if it flew out of Mollusque-Lanceur III). Mario flies after it, screaming, toward the Glass Tower (doesn't show the landing). Camera at a low angle, doesn't show the ground.
★ Cutscene from here
Shiiine
→ Programmable camera cutscene
★ Playable from here
Multi Moon and player atop the Glass Tower.

Concept

Noble hat
Noble French octopus, extravagant.
Go in this direction.
Note: Detail and proportions will be adjusted at the modeling stage.
Wide array of color on the limbs. I want to try ChromaFlair paint.
Gushen is temporary.

Missile Design

Design Ideas
Noble hat
Central line
Should look more realistic and rugged (baked in)
Don't make the grooves too deep
(Make it look like a single object)
Visible lines



Rough Sketches

DESIGNER'S NOTE

This giant aristocratic octopus lives in Bubblaine. We tried to emphasize his noble and extravagant air by matching him to his surroundings, designing a gaudy octopus with blazing gold hair and ostentatious style. The rainbow sheen of his skin was one of the many areas we focused on. I liked the noble hat he wore in the design document, but since it comes off quite early on, you don't get much of an opportunity to see it. His pompous appearance made him a fun character to create.

On the other hand, I enjoyed his comical personality, like the idiotic way he grips the straw with both hands when slurping the Sparkle Water, or how he puffs up and gets all imperious when offended. Considering he shares the same purple coloring as the smaller Gushens, perhaps there's some family connection . . .

Character/Concept Artist Akane Yoshida

STORY

A Brigadier Beast Occupies the Glass Tower

Mollusque-Lanceur sets up camp on the Glass Tower, sucking up the Sparkle Water with an absurd bendy straw. Having their national specialty stolen makes the Bubblainians as upset as they've ever been. Get this boss battle going by popping the corks that Bowser used to plug the pillars.

Hitting Mollusque-Lanceur with four corks knocks him off the Glass Tower, sending him into a rage that sets the fight in motion.

TIPS

A Gushen-on-Gushen In-Flight Fight

Mollusque-Lanceur moves through the air like a fish through water, forcing Mario to capture a Gushen if he wants to keep up with his foe. The Brigadier's head is his weak point, making the Gushen's vertical spray a good method of attack.

The daunting dauphin fires shells and missiles to attack. Weave between his attacks and aim for his head!

Luncheon Kingdom

Mount Volbono

DESIGNER'S NOTE

Mario and Cappy arrive at the Luncheon Kingdom in the latter half of the game. From the dangerous lava to the catchy cooking mechanics, this stage has plenty of action-packed elements to it. While it's a tense area to traverse, the cartoonish world offers a fun ambiance that keeps up the energy on this adventure. Capturing a Lava Bubble changes a traditional *Mario* hazard into a helpful tool and drastically expands the range of places you can go.

The topography changes dramatically as the story progresses. A colorful city center, peculiar locals, and the Volbonan Capture mechanic are just some of the many amazing elements packed into this single stage.

Director Kenta Motokura

WORLD DATA

Population:	Plentiful	Currency:	Tomato shaped
Size:	Buffet	Industry:	Food, minerals
Locals:	Volbonans	Temperature:	Average 93°F

Mario and Cappy continue their chase through the vibrant terrain of the Luncheon Kingdom. The unusually massive ingredients and sizable pots never fail to catch visitors' attention. The cuisine, cooked with piping-hot lava and volcanoes, receives high praise.

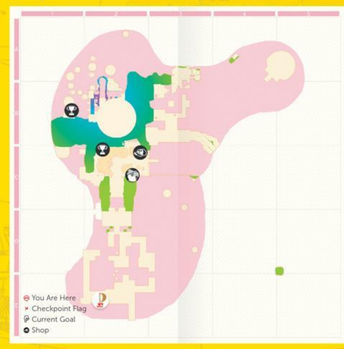
Power Moons

72

Regional Coins

100

Maps



Concept Art

These ideas and rough sketches were made after the Luncheon Kingdom was put together. The landscape shows little subtlety in its colorful presentation.

Preliminary Design

DESIGNER'S NOTE

The Luncheon Kingdom's role is essential: to show the breadth of this game's design, acting as a land in direct contrast to the photorealistic Metro Kingdom. As development on the Metro Kingdom progressed, we tried to make the Luncheon Kingdom as cartoony as possible to widen the visual contrast between them. We also wanted to deviate from the rugged red tones of traditional lava stages, going for a cute design concept that resulted in pink lava and pastel hues.

Art Director Rikuto Yoshida

Wanting to give the impression of a cute hand-drawn illustration, we strove for broken lines in the blocky vegetables and volcano shapes. We paid special attention to the color scheme to allow for an abundance of different shades, using fine chromatic gradients and bright hues. We also ensured that everything maintained a visual "deliciousness" suitable for the Luncheon Kingdom. Other possibilities we considered were having the lava turn into a marble pattern as the story progressed or making stew fly out of the giant pot on the volcano. A lot of trial and error went into this kingdom, but I'm happy to say the result was well worth it.

Field/Concept Artist Asami Inoue

Rough Sketch

STORY

The Pastel Panorama of the Luncheon Kingdom

The milky pink lava and pale hue of the sky make Mount Volbono look like something out of a picture book. The cute appearance of this kingdom belies the variety of dangers within, though. Lava hot enough to burn your backside fills the area beneath the volcano. Many enemies lurk nearby, as if lured there by the delicious aroma.

The volcano and rocks are dyed in a pale yet vivid color gradient.

The Luncheon Kingdom is famous for its enormous ingredients. They tumble down from above in certain areas, so don't get thumped by a falling pumpkin!

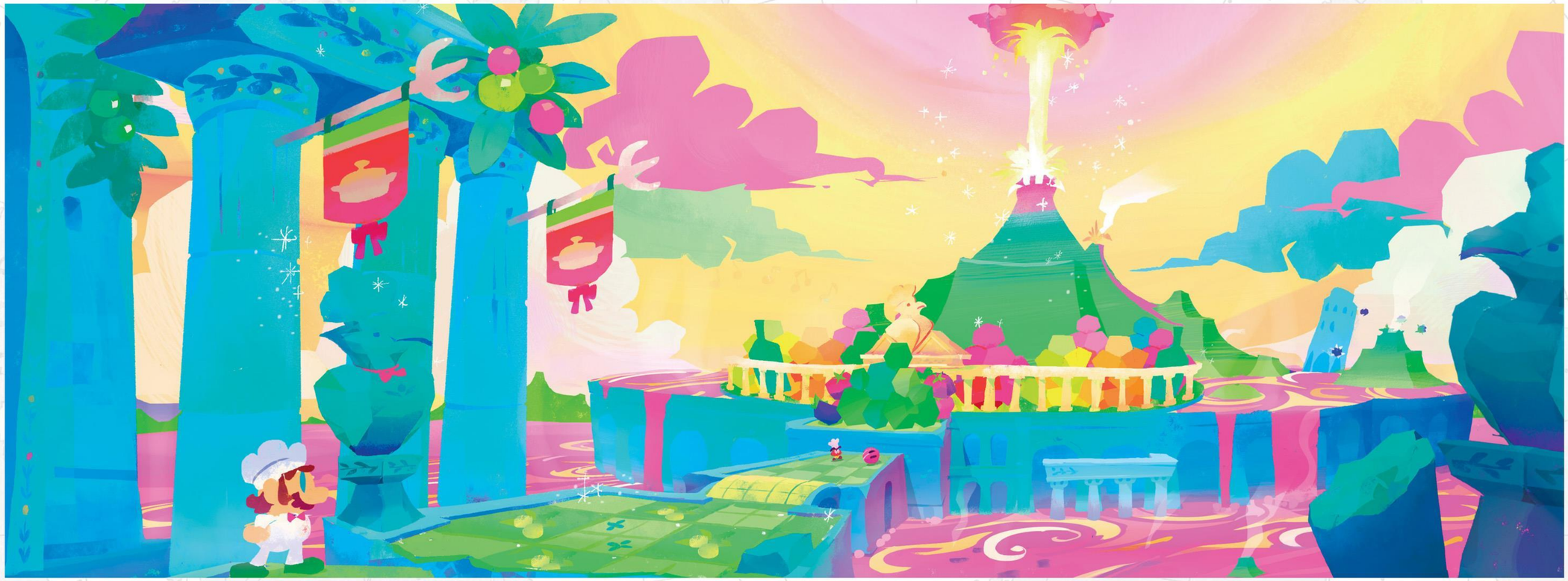
Hammer Bros. wear chef hats on Mount Volbono and toss frying pans instead of their signature weapons.

TIPS

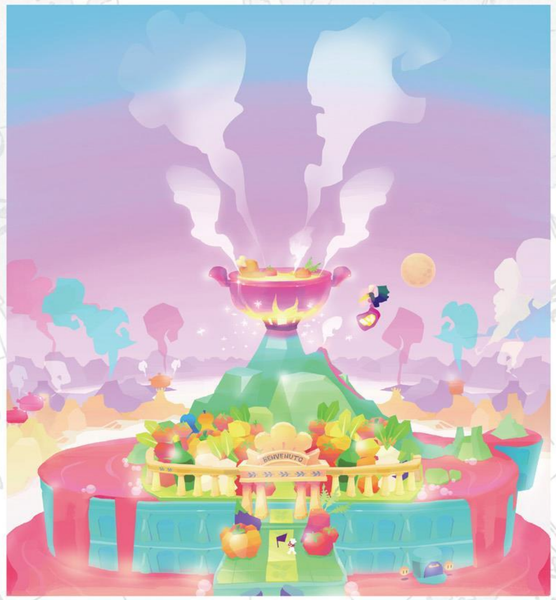
Volbono's Misleading Magma

The pink goop surrounding Mount Volbono is actually a sea of lava. In typical fashion, touching the blistering pink liquid will damage Mario. However, he can Capture a Lava Bubble to traverse the scorching surface unharmed. In this form, he can also utilize nearby lava cannons as shortcuts.

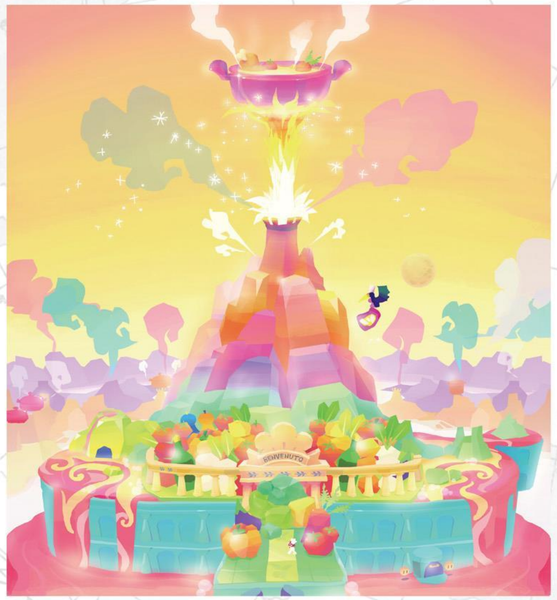
Capturing Lava Bubbles is essential to getting around this kingdom—they'll have Mario swimming through this milky pink deathtrap like a natural.



Preliminary Design



Story Concept Sketch 1



Story Concept Sketch 2

Preliminary Design

NOTES

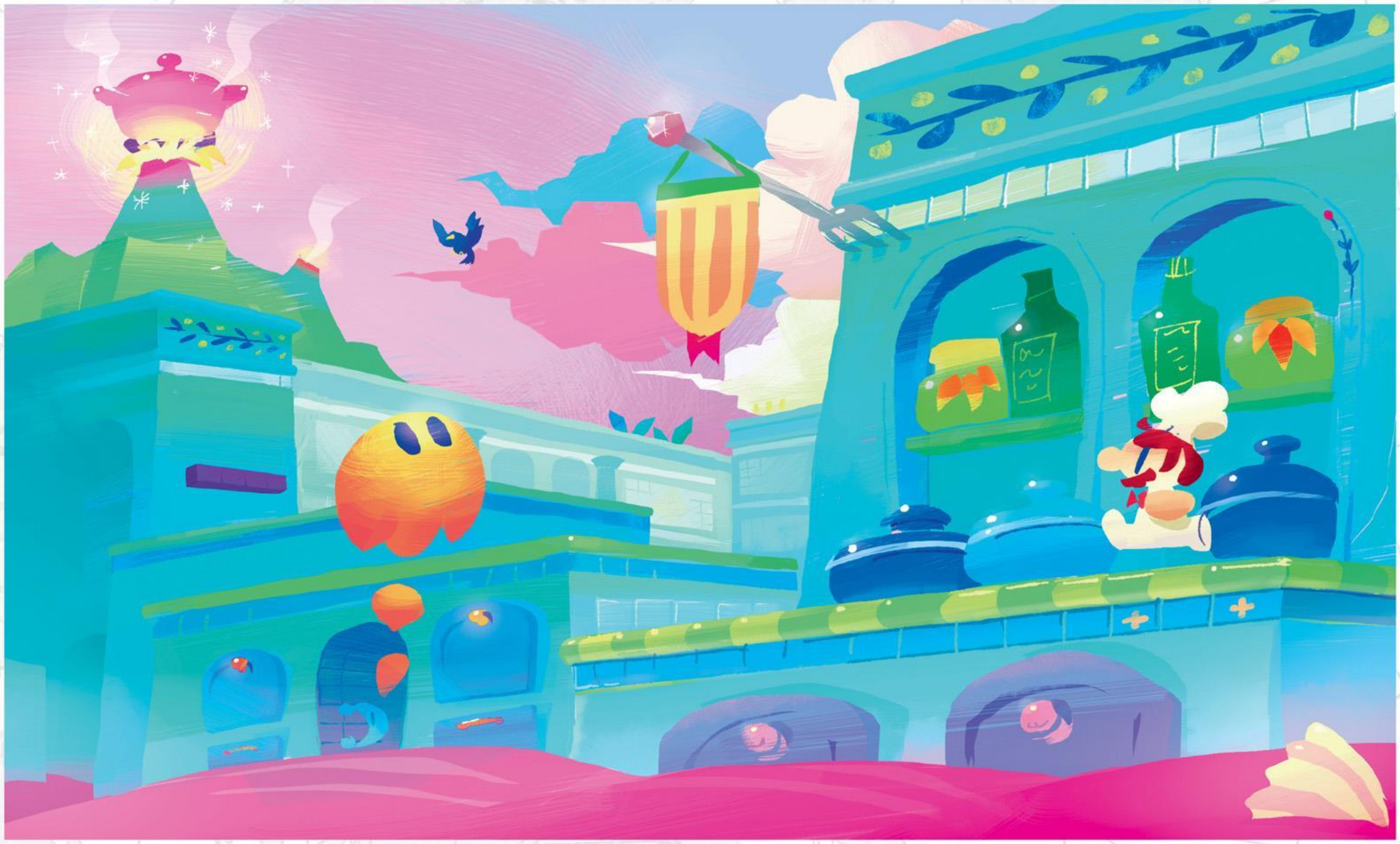
Ancient Architecture at the Entrance

Ruins of an ancient fortress surround the entrance to the kingdom. Soak in the history as you explore the area. Mount Volbono's residents help Mario reach the top of its high walls.

The entrance makes use of the old fortress. Searching its nooks and crannies is sure to yield some new discoveries.

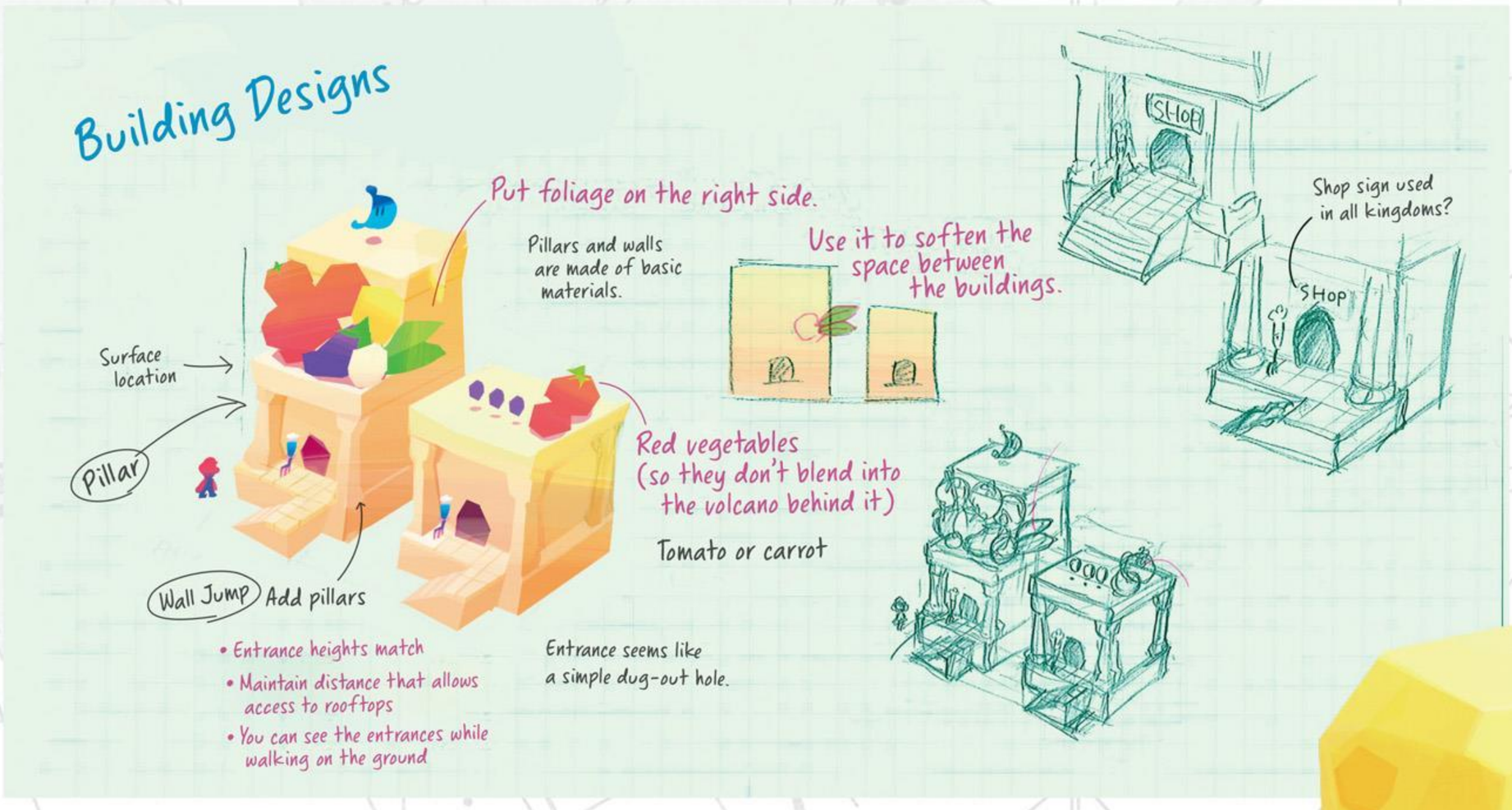
A mound of salt carried here by the wind. It may hide something deep within.

The resident Volbonans stab themselves into the castle walls to sleep. Feel free to make use of them!



Preliminary Design

Building Designs


Building Designs
Put foliage on the right side.
Pillars and walls are made of basic materials.
Use it to soften the space between the buildings.
Surface location
Pillar
Wall Jump
Add pillars
Red vegetables (so they don't blend into the volcano behind it)
Tomato or carrot
• Entrance heights match
• Maintain distance that allows access to rooftops
• You can see the entrances while walking on the ground
Entrance seems like a simple dug-out hole.
SHOP
Shop sign used in all kingdoms?
SHop

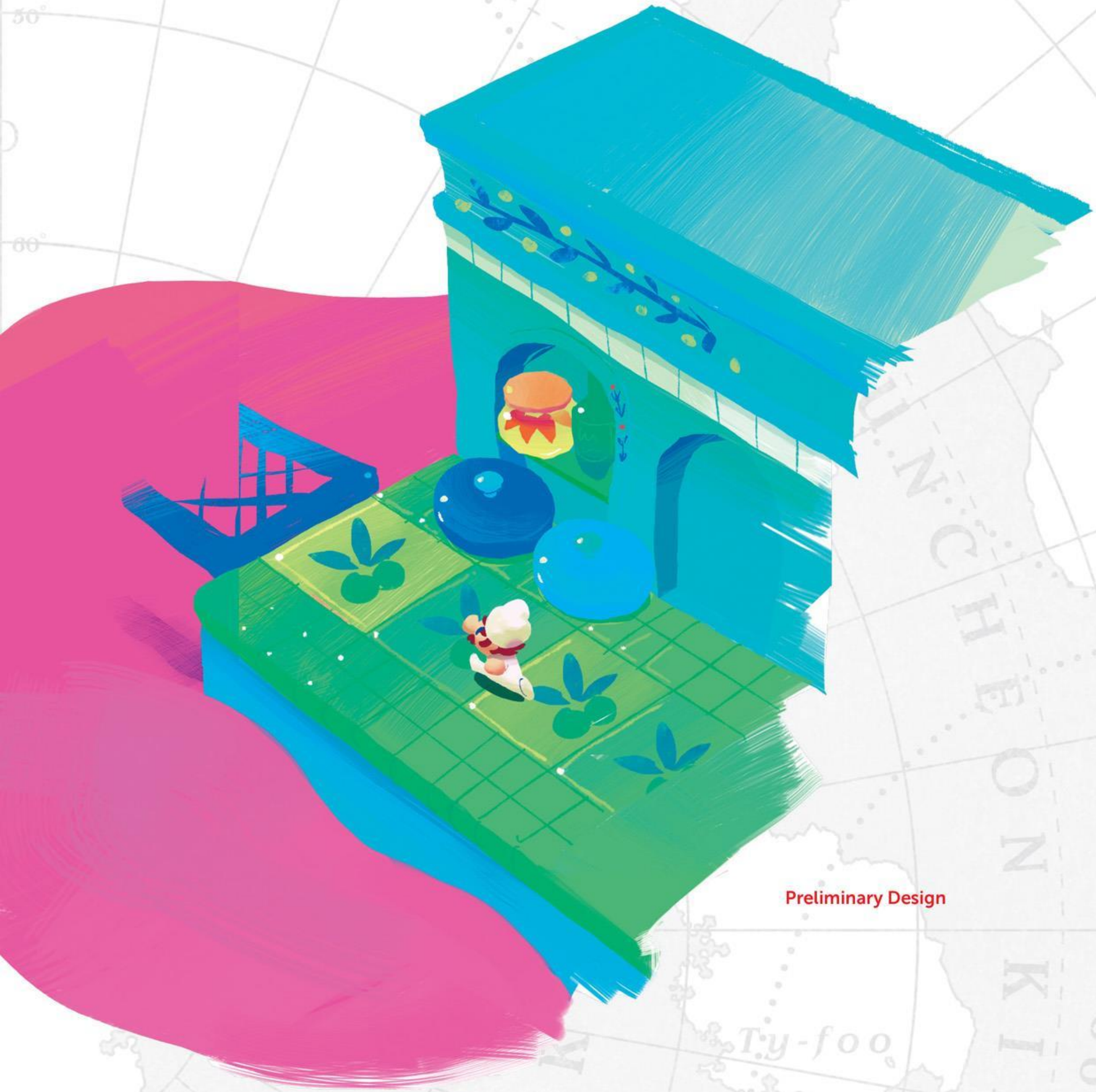
Lump of salt

Salt Lump Design

Breakable blocks are also cheese?

Cheese Rock Design

Cheese



Preliminary Design

City Pot
Pot
· Blocky · Blue gradation
· Orange inside
Add small ingredients and show them simmering.
→No reaction when throwing in turnips (won't break if it hits other ingredients).
Ranges
If the possibility of entering the holes is an issue, feel free to bury them in the ground like on a kitchen range.
*Stair shapes are placeholders. Please change the shape to match the vegetables.
Alternate Range Design
Overall flat type
Round Range
Fire

Pot Design

NOTES

Checking Out the Kingdom's Kitchen

Piles of colossal ingredients cover Peronza Plaza, always available for throwing into pots. This makes the area the "kingdom's kitchen." This popular spot houses shops like Slots and occasionally holds events, making it the de facto center of the kingdom.

Volbonans cooking up a delicacy in a pot. Throwing a turnip in for them yields a reward for your efforts.

The unconventional size of the ingredients is sure to amaze. Not just veggies but also gargantuan seafood can be found in these stockpiles.

Shops and Slots can be found in the plaza. Chef outfits are definitely in vogue in the Luncheon Kingdom.

TIPS

A Cheesy Blockade

The cheese in this kingdom is as solid as a rock, causing many to call it "cheese rock." No simple attack will faze it; instead, you need a special tool to break it. Capture a Hammer Bro and use its frying pan to chip away at the cheese.

Ingredients require proper cookware. A frying pan will take on the sturdy cheese rocks.

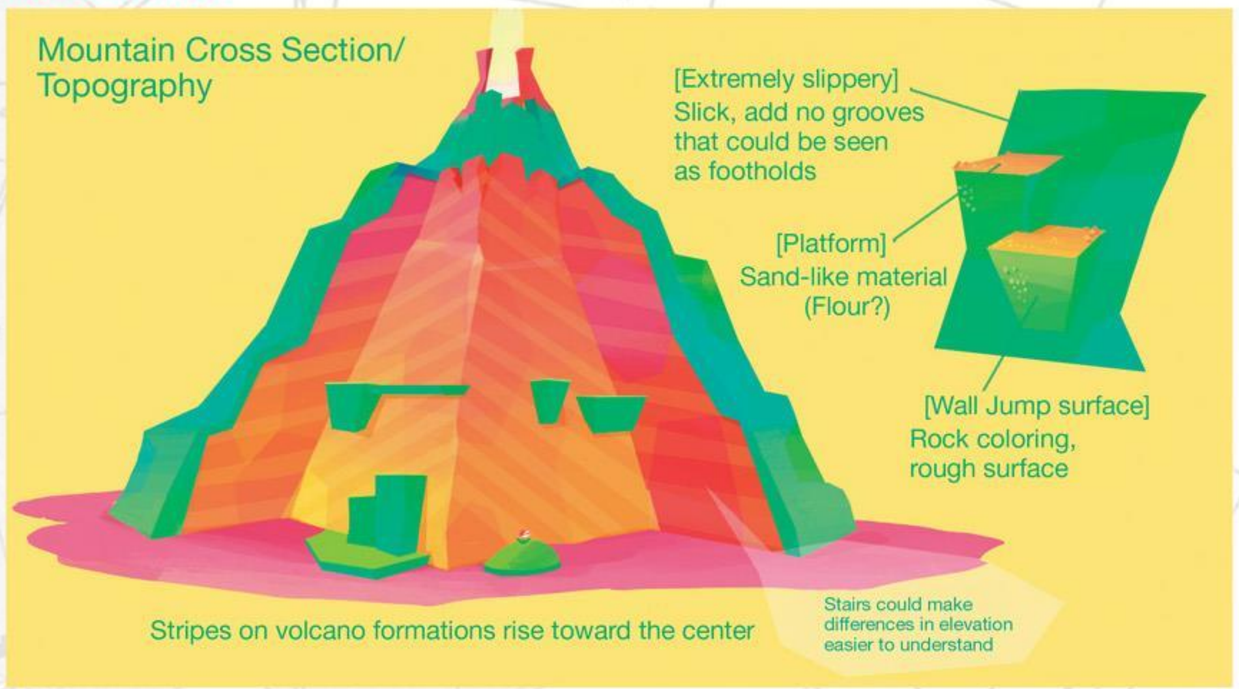
Volcano

A large mountain in the center of the kingdom. Food is prepared in the gigantic pot floating on the erupting lava.

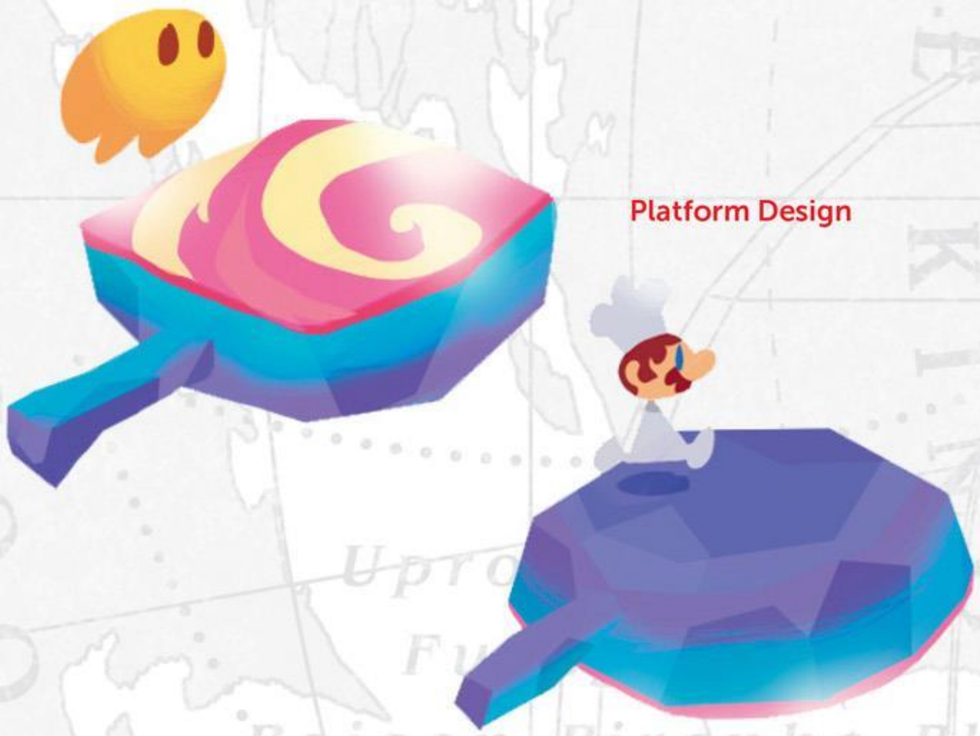
Use eruption to shake the pot and cook.

Rough Sketch

Layout Concept


Mountain Cross Section/ Topography
[Extremely slippery]
Slick, add no grooves that could be seen as footholds
[Platform]
Sand-like material (Flour?)
[Wall Jump surface]
Rock coloring, rough surface
Stripes on volcano formations rise toward the center
Stairs could make differences in elevation easier to understand

Platform Design

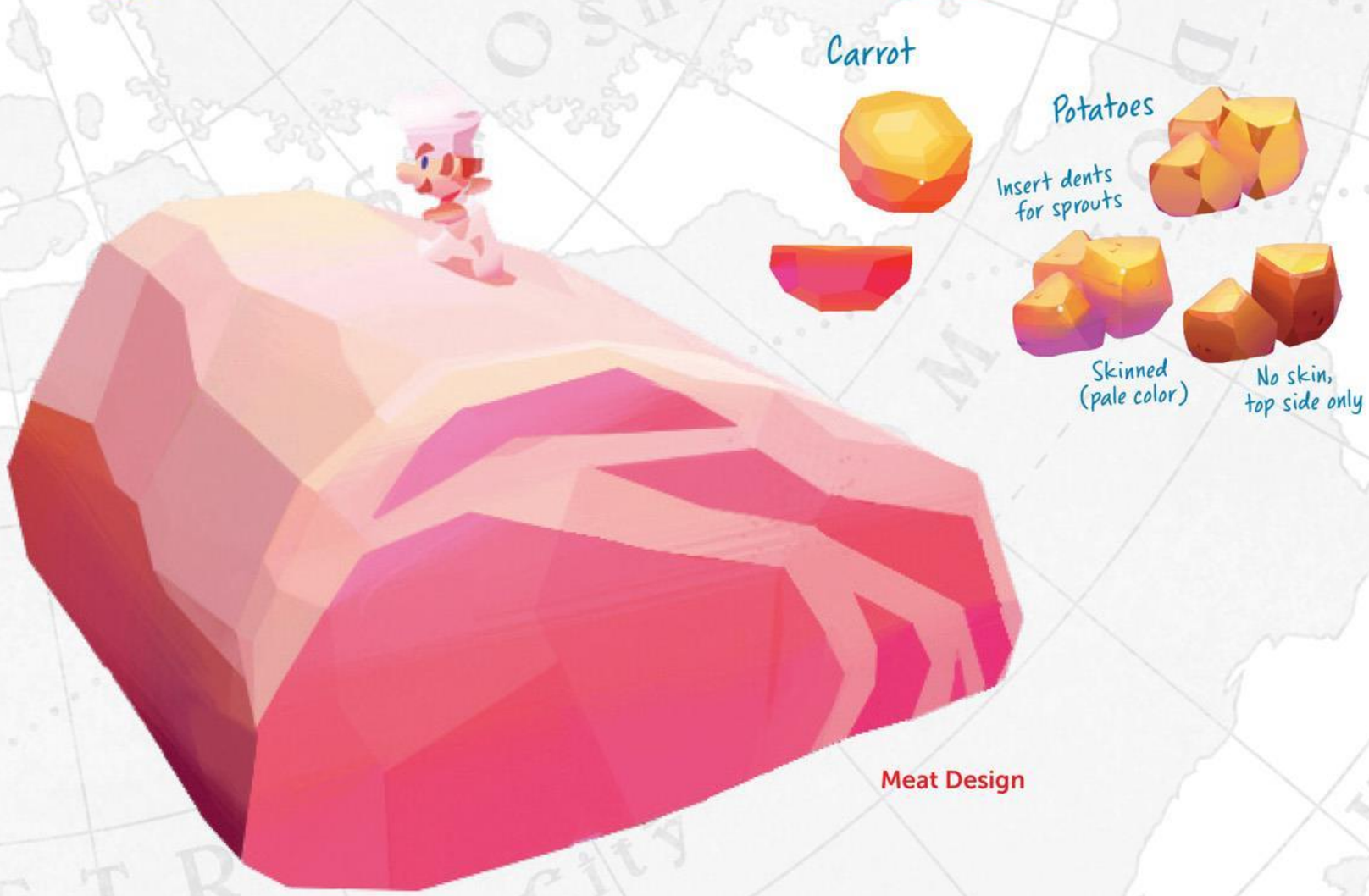


This should be thicker...
A skewer similar to the Volbonans
Just one design would make it seem like reused assets after a while, so we should make two designs...

Cave Rough Sketch

Lava Cave Design 1
Type that matches outer design
Candles with shapes that are unbalanced
As much as possible...
Move up and down, so this may be difficult.
Flat top surfaces
Design basically unified with the rock-face on the outside
Note: Initial platform

Big Pot Design



STORY

Moving the Massive Meat

A huge slab of meat sits in a high-elevation storehouse. It has been covered in salt and left to cure for use in the Stupendous Stew, but an ominous shadow looms over this precious ingredient . . . Mario and Cappy can go check this out for themselves.

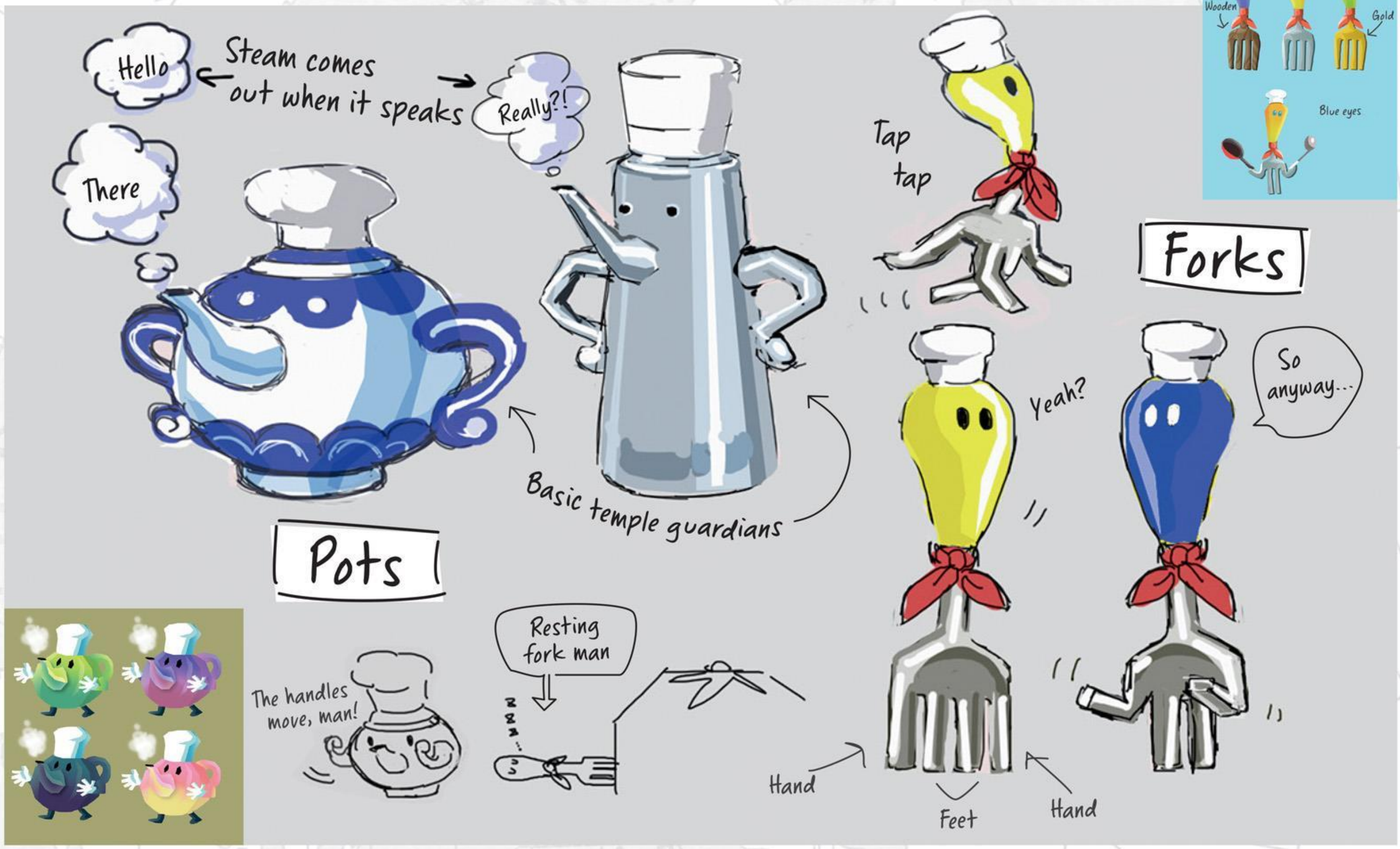
Cookatiel flies around the Meat Plateau. Dropping the meat in salt prompts the birdbrained chef to carry it off toward the volcano. Perhaps the fact that this meat finishes the Stupendous Stew means that what Bowser pilfered was still incomplete?

NOTES

A Stupendous Stove for a Stupendous Stew

The kingdom's famous Stupendous Stew is cooked in this big pot. The large vegetables grown on Mount Volbono are incredibly tough, requiring the heat of an active volcano to cook them properly. Adding meat completes the dish.

The lava cannon at the summit of the mountain route will launch Mario toward the large pot.



Volbonans

The locals of Mount Volbono. Their bodies look like forks, but they have a variety of heights and head colors.

Rough Sketches

Design Concepts

DESIGNER'S NOTE

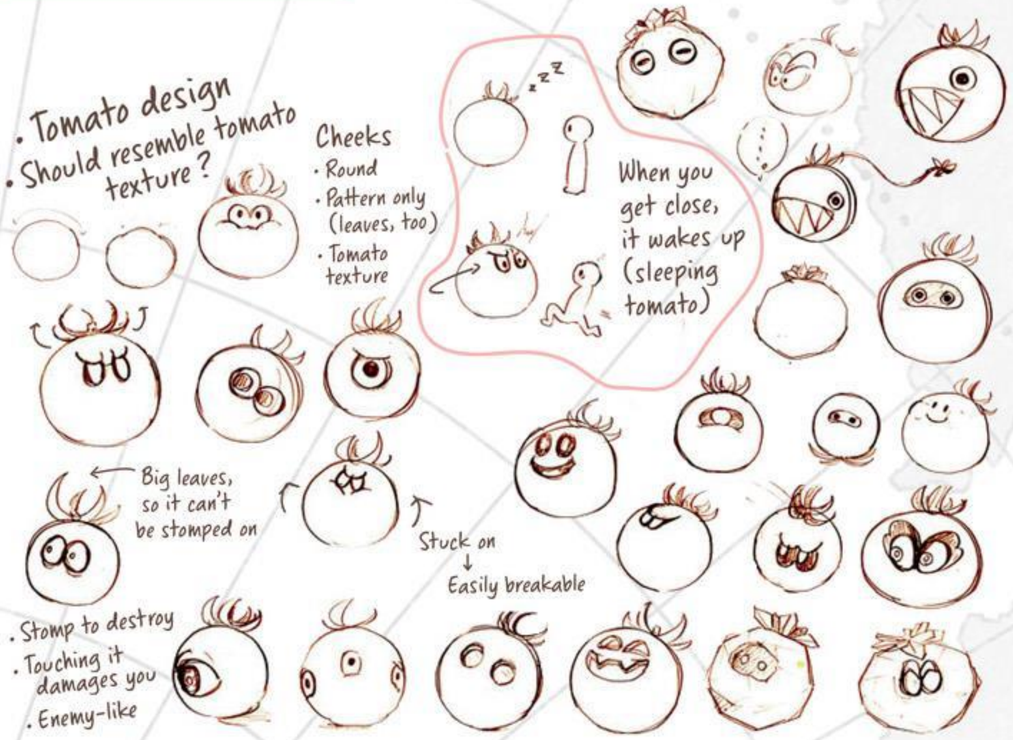
The blocky and flamboyant Luncheon Kingdom is a world of its own. When we considered a cooking-utensil motif for the locals, we proposed a group of sentient forks that walk on their tines. At the same time, we conceived the idea of Volbonans sleeping in the walls, which helps Mario vault around the level. They had a variety of expressions during production, but in the end we limited their facial features dramatically to add a sense of surrealism that made it hard to tell what they're thinking.

As the story progresses, some can be seen preparing food. The Volbonans have a bit more pep in their step when they're on the job, as players can see for themselves!

Character Artist Akiko Hirono

Magmato

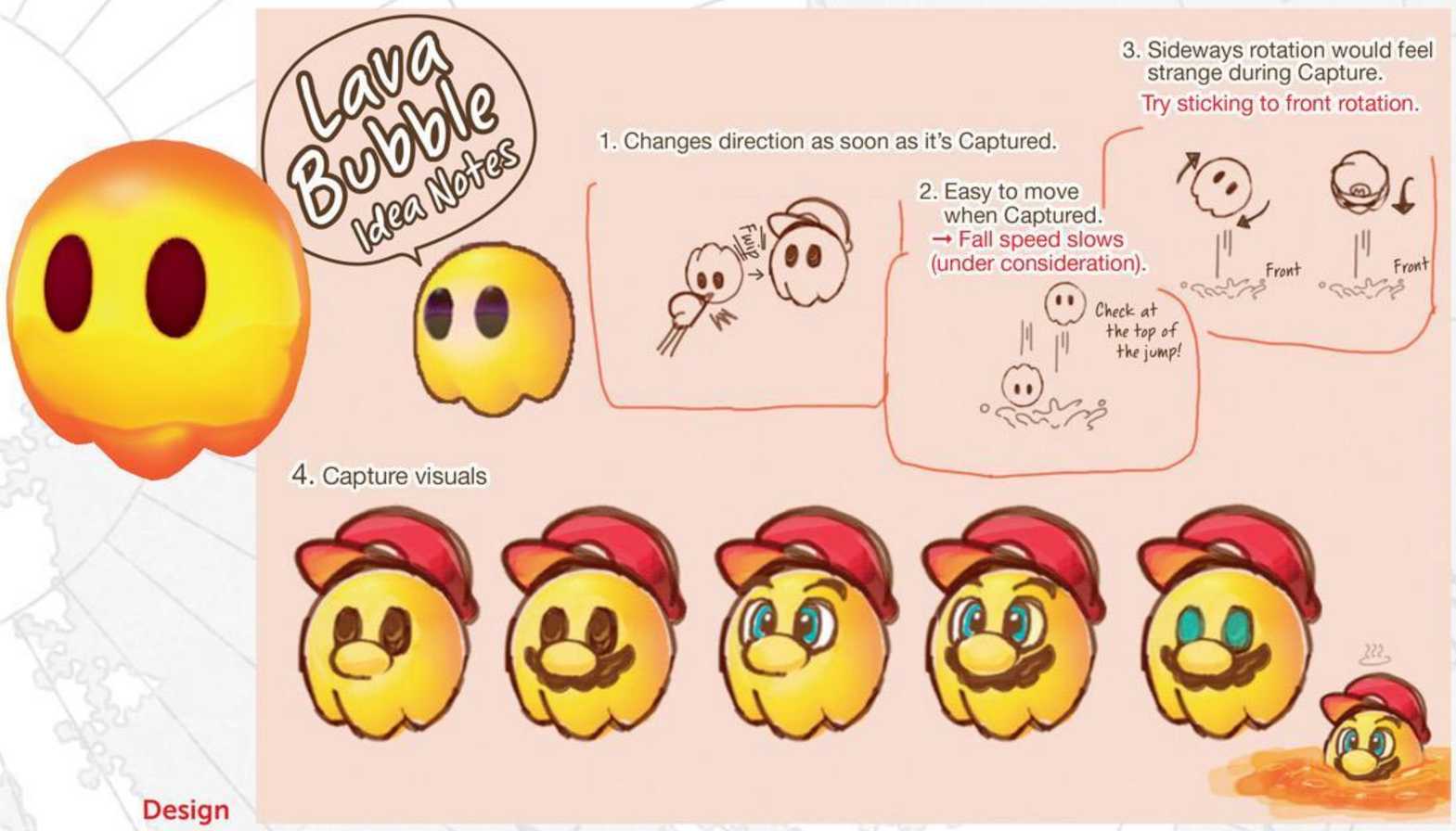
A foe that tumbles slowly toward Mario. Hitting one makes it erupt into a pool of lava.



Designs

Lava Bubble

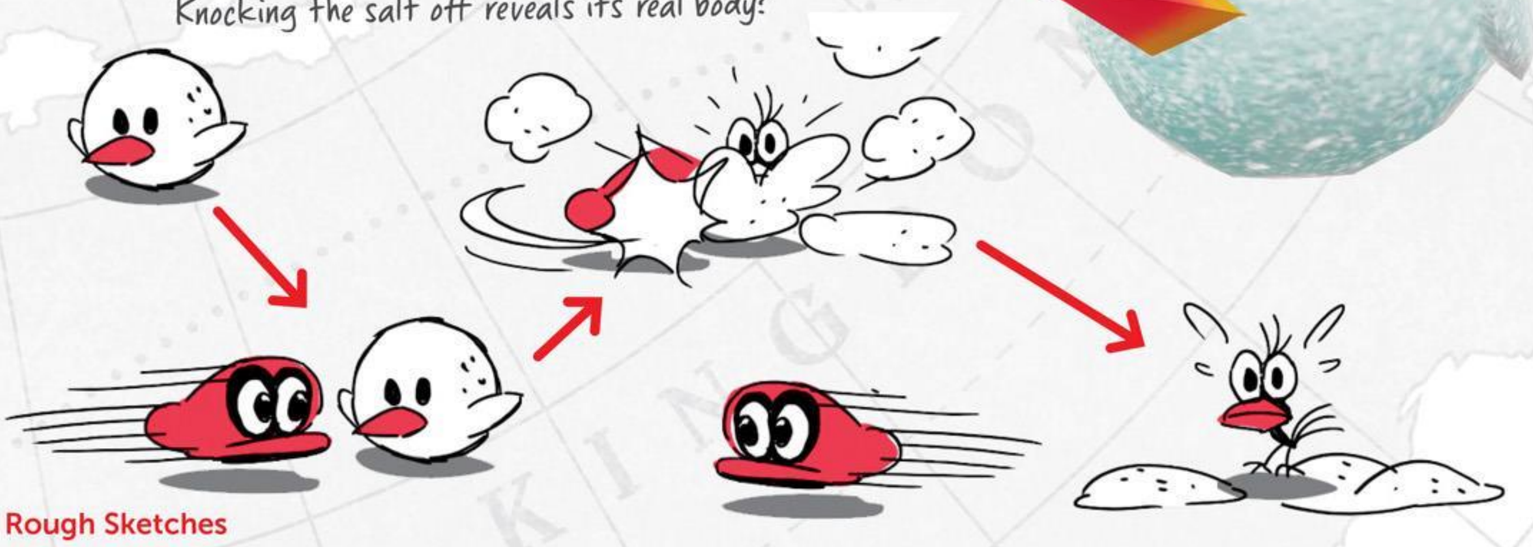
Balls of flame that leap out of lava. Capture one to glide along the lava's surface.


Lava Bubble Idea Notes
1. Changes direction as soon as it's Captured.
Flip
2. Easy to move when Captured.
→ Fall speed slows (under consideration).
Check at the top of the jump!
3. Sideways rotation would feel strange during Capture.
Try sticking to front rotation.
Front
Front
4. Capture visuals

Design

Small Birds

Animals that live on Mount Volbono. They often gather around the large veggies in Peronza Plaza.



Rough Sketches

TIPS

The Strange Sleeping Style of the Volbonans

Volbonans stab themselves into the walls to sleep. You might even find them stuck into the walls of other kingdoms. If Mario talks to them, they might comment on how comfortable it feels to be there, if the location warrants it. Capture one to pole vault yourself in the direction of your choice.

A Volbonan stuck in the wall. If you take a closer look, its eyes actually flicker open occasionally.

NOTES

The Cuteness of Fluffy Fowl

The small birds that inhabit the Luncheon Kingdom are round and white. Maybe the plethora of tasty treats made them plump up, or perhaps their bodies are covered in salt? Opinions on the matter are divided, but the truth is yet to be discovered.

They sure look cute! Still, they might be too hefty to sit on Mario's nose . . .

Concept Sketches

Cookatiel

Mario battles this boss in a massive pot. It attacks by spitting up vegetables and lava. This bird's motives are a mystery when it appears before the Stupendous Stew.

Paper confetti flutters off
Make the head seem like it could be damaged
Wings look like strips of paper
Gives an overall handmade impression
I want to try a blocky design that matches the landscape
Paper tape seems light and airy
Blaaaaaargh

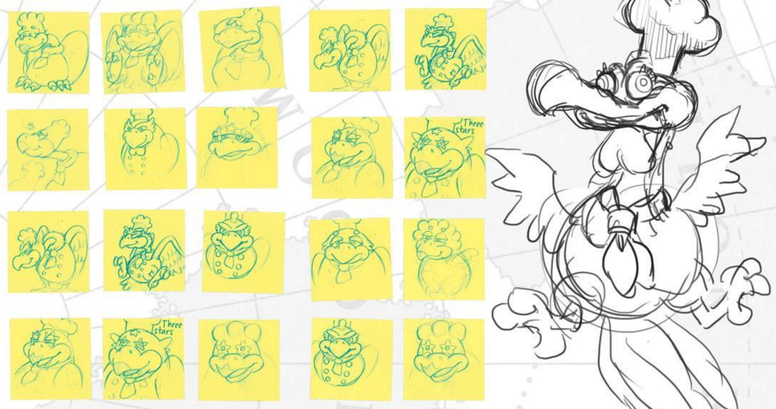
Concept Design

DESIGNER'S NOTE

Everything in the Luncheon Kingdom was designed to be cute, and Cookatiel is no exception. Its googly eyes and goofy wings make it look like a stuffed animal, but in the end it became more peculiar than cute. In that sense, the design creates an interesting accent to the overall aesthetic. We tested a blocky appearance that matched the surrounding topography, but this made it look hard and difficult to damage, so we ultimately gave it a meatier appearance. We made its feathers slightly blocky and rectangular.

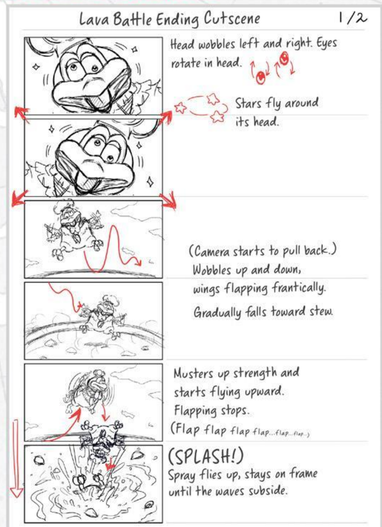
This offered a fun contrast between the round body and the feathers. Its fluttering feathers look like confetti, and its tail resembles ticker tape, giving it a half-manufactured appearance that stands out from the norm.

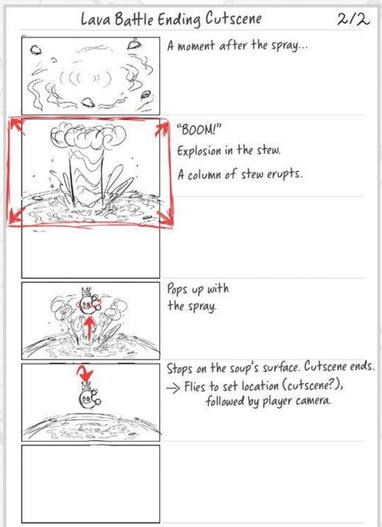
Character Art Lead Sho Murata



Rough Sketches

Boss Battle Victory Storyboard


Lava Battle Ending Cutscene 1/2
Head wobbles left and right. Eyes rotate in head.
Stars fly around its head.
(Camera starts to pull back.)
Wobbles up and down, wings flapping frantically.
Gradually falls toward stew.
Musters up strength and starts flying upward.
Flapping stops.
(Flap flap flap flap...flap...flap.)
(SPLASH!)
Spray flies up, stays on frame until the waves subside.


Lava Battle Ending Cutscene 2/2
A moment after the spray...
"BOOM!"
Explosion in the stew.
A column of stew erupts.
Pops up with the spray.
Stops on the soup's surface. Cutscene ends.
→ Flies to set location (cutscene?), followed by player camera.

STORY

A Heated Confrontation with Cookatiel

Cookatiel steals the giant slab of meat and carries it to the giant pot. Although Mario gets knocked off at first, he scales the volcano once more and fights to take back the Stupendous Stew. A simple jump won't reach Cookatiel in flight. Scale the lava it spews and aim for its head.

Cookatiel flaps its wings, and the volcano erupts. The stew pot bursts upward, sending Mario and Cappy flying.

The climactic battle against Cookatiel in the stew pot. Avoid its vegetables and use the lava it spits up to counterattack!

TRIVIA

Welcome to the Cooking Carnival!

Once Cookatiel's goose is cooked, the carnival commences with the remaining Stupendous Stew in Peronza Plaza. Everyone in the kingdom is treated to the cuisine of Mount Volbono, including visitors. They say the tourists outnumber the locals during the carnival.

The Volbonans put their all into preparations. A few of them look completely pooped.

Residents from each kingdom are invited to sample the delicious food at the carnival. Some even say the festival is "stew-pendous"!

Attack of the Ruined Dragon

At last, Mario and Cappy make their way toward Bowser's Castle, since the King of the Koopas has finally obtained everything he needs for his wedding. But as they approach, an ominous shadow looms over the *Odyssey*. Not only has Bowser come to intercept them, but he's brought an immense dragon along for the ride. An attack from this winged beast sends our heroes crashing into the land of Crumbleden. There they must face off against the titanic beast known as the Ruined Dragon.

Ruined Kingdom

Crumbleden

DESIGNER'S NOTE

The Ruined Kingdom marks the second time that Mario and Cappy have to make an emergency landing in the *Odyssey*. This unexpected event propels the game toward its climax.

During development, Crumbleden was intended to provide contrast to the Cloud Kingdom. Based on the idea that there are places yet to be seen all over the world, we tried to present something that hadn't been captured by previous *Mario* worlds in the decayed buildings and the Ruined Dragon boss. The stage itself isn't a big one, but I still feel that it's rather impressive.

Director Kenta Motokura

WORLD DATA

Population:	Unknown	Currency:	Unknown
Size:	Unknown	Industry:	Unknown
Locals:	Unknown	Temperature:	Average 68°F

The ancient citizens of this lost kingdom excelled in construction. Today the land is in disrepair, and only decayed structures remain. The giant Ruined Dragon roams the land, and Mario is forced to fight him on the tower.

Power Moons

12

Regional Coins

None

Maps

Concept Art

These concept sketches were drafted once the kingdom was put together. The full moon floats in the darkness, and a giant tower comes into view.

Sword Design

Rough Sketch

Preliminary Design

Preliminary Design

NOTES

The Disgraced Glory of a Derelict Kingdom

The kingdom here was once prosperous but fell into ruin for some unknown reason. Traces of its former glory can be found everywhere. The actual details are vague, but it may have something to do with the massive claw marks seen all over the devastated buildings.

The remaining architecture speaks to the superior construction techniques of Crumbleden's citizens.

This altar is thought to have been built to communicate with something. Its shape resembles a dragon.

There is evidence that humongous claws were raked across the wrecked buildings.

NOTES

Blades Built for Battle

The swords thrust into the ground were most likely used for battle. Why the residents of Crumbleden wielded such weapons is unknown, but they were certainly combating something.

Like the stakes found in other kingdoms, Mario can pry them out of the ground by throwing Cappy at them.

Ruined Dragon

A gargantuan dragon fought on the giant tower. The fearsome creature attacks with lightning bolts.

DESIGNER'S NOTE

Each kingdom in this game is distinct from the others, and from the very beginning we had ideas for a medieval fantasy world complete with a dragon boss. Even so, we had some difficulty deciding which direction to take this. At one point, scheduling difficulties made it seem like the stage idea itself would fall into ruin . . . Still, we found a gameplay style we could agree on and somehow made everything work in the end.

Like the T-Rex and Sphynx, we aimed to make a by-the-book dragon design that would offer players a realistic surprise. Both its looks and the gameplay made this boss difficult to assemble, and you could often hear the stage lead uttering their own cries of woe. Despite the difficulties, though, I think this stage is a fine addition to the latter half of the game.

Art Director Rikuto Yoshida

This stage creates a sudden visual shift in the second half of the game, so it was purposefully constructed to be the most out of place among the kingdoms. Instead of designing our own original dragon from scratch, we went for as stereotypical a design as we could manage. Given that the gameplay requires you to climb on its face, we had to give the dragon a design not only distinct from the walls and floors, but a head shape that clearly resembled a dragon from a distance and looked climbable from up close.

The samurai-style helmet on its head acts as foreshadowing for the next kingdom. Ever since I was a kid, I've wanted to design a cool, classic-looking dragon, so my inner child must be overjoyed.

Character Art Lead Sho Murata

Rough Sketch

Rough Sketch

NOTES

Lightning Gathers on the Giant Tower

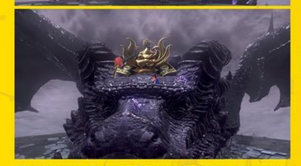
The largest tower was supposedly built at the center of the kingdom as a lightning rod of sorts. The residents would call something to the tower's altar and use lightning to inflict punishment. After the fall of the kingdom, the tower could no longer hold up against the onslaught of lightning that followed.

The ruined tower. It looks like a monster with its mouth agape, instilling a sense of trepidation.

STORY

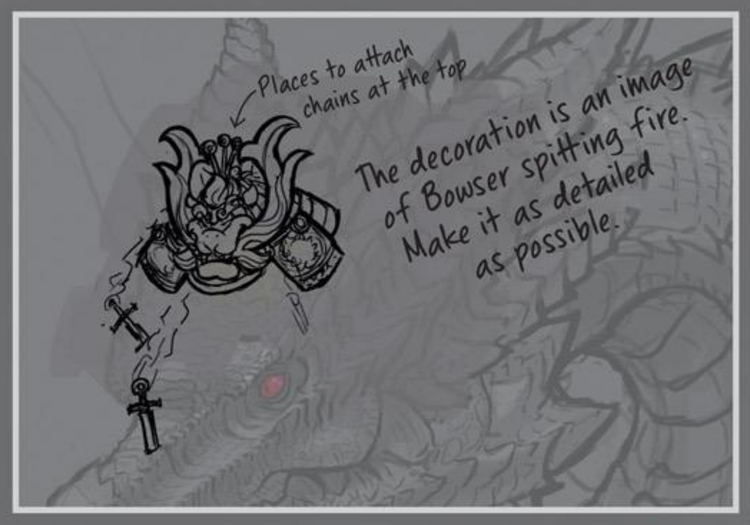
Ruined Dragon, the Lord of Lightning

The Ruined Dragon attacks Mario and Cappy, forcing them into a decisive battle. The body of this powerful foe is much too massive to be viewed all at once. A Bowser-shaped helmet sits on the dragon's head; removing the stakes to knock it off will expose its weak point. It would seem the creature has attacked Mario on Bowser's orders.



Wait for the Ruined Dragon to take a breather so Mario can climb on its head and remove the Bowser helmet.

Here Mario gives you an idea of how big its head is. The dragon is so massive that you can't even see its lower half.



Head Design

Preliminary Design

Rough Sketches

Rough Sketch

Design

Burrbo (Crumbleden)

A type of Burrbo that comes out of the Ruined Dragon's body. It may look different, but its movements are the same as always.

Design

NOTES

The Dragon's Dinky Defenders

Burrbos emerge from the Ruined Dragon's body as if to protect it. Their creepy appearance differs from that of their counterparts in other kingdoms, with beady red eyes that glow from within a face full of spikes. It's possible this look is a result of the energy radiated by the Ruined Dragon.

These little critters move just like any other Burrbos.

TRIVIA

Bumpy Traces of Buried Treasure

Mario may spot bulges in the ground with light shining out of them. Try pounding the ground and see what happens! Some contain items like coins or Hearts. Similar glowing spots exist in other kingdoms too, but be warned! Some may spawn Mini Goombas instead of helpful items.

An example of a glowing spot on the ground. Helpful items pop out of them during the fight with the Ruined Dragon.

Similar spots can be found in Tostarena and on Mount Volbono as well.

Bowser's Kingdom

Bowser's Castle

DESIGNER'S NOTE

We wanted to go for a castle with a unique design suitable for this game, hence the Japanese-style construction of Bowser's Kingdom. The fact that Bowser built a new castle for Peach reveals the depths of his commitment to his wedding preparations. We designed the stage so it was easy to navigate and find Power Moons. It's constructed as a straight path to Bowser out of deference to eager players. We also composed the stage like a *Super Mario Galaxy* level, leading players through obstacle after obstacle to create a sense of both speed and fulfillment.

The stage is packed with fresh new content. The Pokio offers new gameplay actions with its Capture mechanic, and the stage itself is set up like a festival to celebrate the marriage.

Director Kenta Motokura

WORLD DATA

Population:	Middling	Currency:	Oblong
Size:	Sprawling	Industry:	Hanafuda cards
Locals:	Stairface Ogres	Temperature:	Average 79°F

A fortress for Bowser built high in the sky. The entire kingdom is celebrating its leader's upcoming nuptials. Peculiar buildings with tiled roofs rise up from banks of glowing clouds. The castle walls stretch from the Third Courtyard all the way to the Main Courtyard, with security growing tighter as Mario progresses.

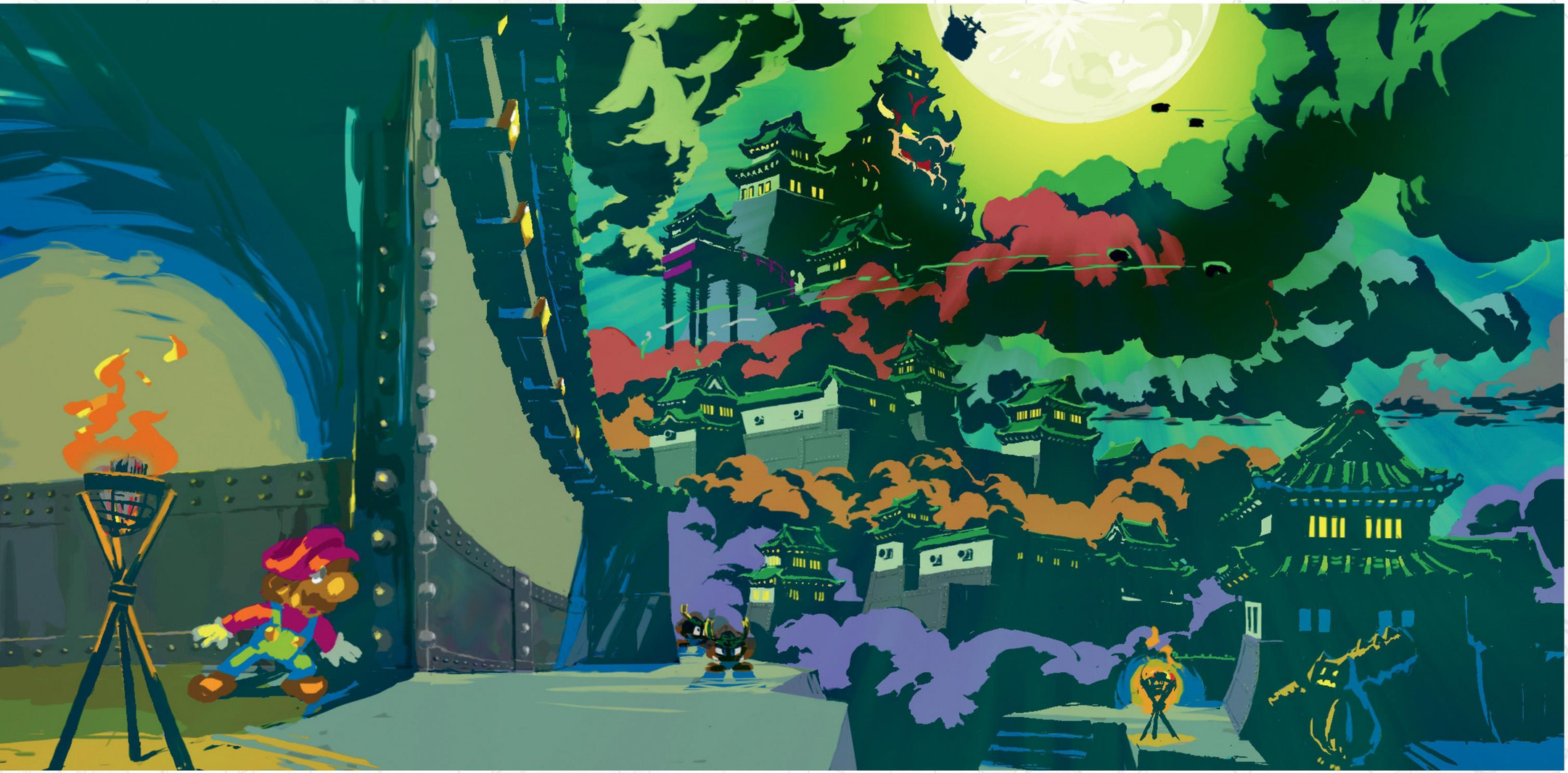
Power Moons

64

Regional Coins

100

Maps



Rough Sketch

Concept Art

These ideas and sketches were made after Bowser's Kingdom fell into place. We considered several fortress designs.

DESIGNER'S NOTE

The choice to give Bowser's Kingdom a Japanese motif was decided in the early stages of production. There have been Japanese-style stages in previous games, but we aimed for a more realistic presentation. The designers started by studying the basics of Japanese architecture, then went about designing elements that incorporated those particular features. Profuse clouds make the area seem to float in the sky, giving the whole thing the feel of a Japanese painting. We chose a color palette faintly reminiscent of the Mushroom Kingdom.

We wanted to fully integrate the Japanese style, but I was honestly shocked for a moment when I received the proposal to add Japanese Kanji all over the stage. Considering how distinctive this theme is meant to be, I thought the idea would certainly turn a few heads, so I decided to go along with it. That commitment led to more than a few new ideas, like the Bowser statues.

Art Director Rikuto Yoshida

STORY

Koopa Fortress in the Clouds

Glowing clouds drift around a kingdom constructed high in the sky. As its name suggests, Bowser reigns supreme in this land and has built a grand castle. The kingdom's tiled roofs showcase its unique architectural style, and music reminiscent of a Japanese koto can be heard as Mario travels between buildings. With no time to lose before Bowser's wedding, Mario and Cappy charge headlong into the enemy stronghold.

Bowser's Castle is resplendent in brilliant hues and accented by an enormous moon. The Main Courtyard, where Bowser waits, is the highest point in the kingdom.

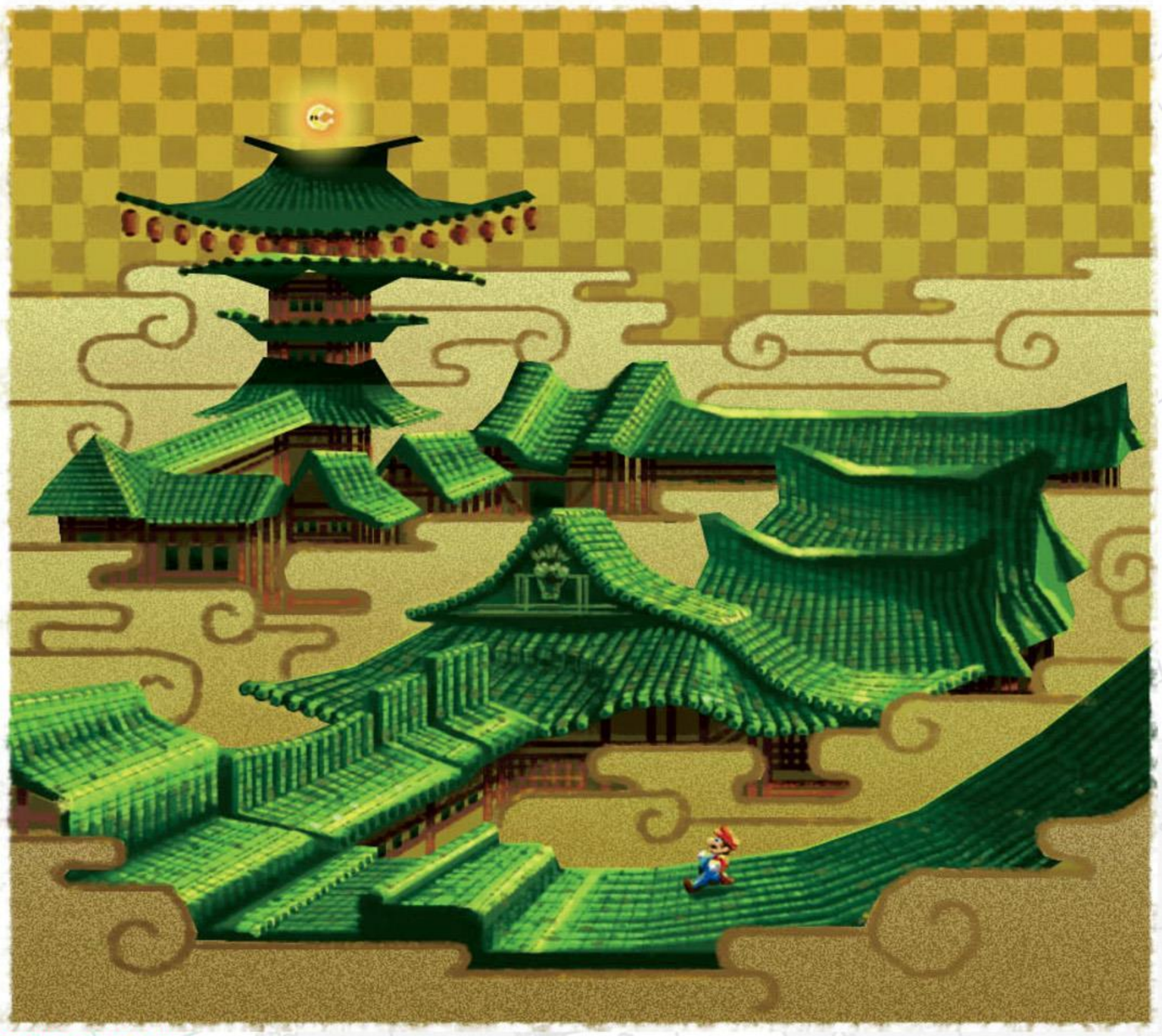
The kingdom is partitioned into zones known as the Second and Third Courtyards.

The roofs are covered in elaborate tile work. Be careful not to slip on their slanted surfaces.

Enjoy a moment's respite in the calm Japanese-style garden. The koi fish swimming in the pond are noteworthy.

Japanese Bowser ship
Color saturation for Japanese-style hues
Shape and color reminiscent of lacquer decoration
Glimmering texture for clouds resembling a folding screen painting
Textures like old paper overall

Concept Art



Preliminary Design

Preliminary Design

Rough Sketch

TIPS

The Gauntlet of the Second Courtyard

The closer Mario gets to the Main Courtyard, the stronger Bowser's defenses become. Several cannons are situated in the Second Courtyard, unloading an endless barrage of firework bombs at intruders. These can be deflected with any spear-like object, so Capture a Pokio to deal with the threat.

One by one, firework bombs launch from the fortress turrets. The explosions they create on detonation are undeniably beautiful.

The pointed beak of the Pokio can repel the bombs.

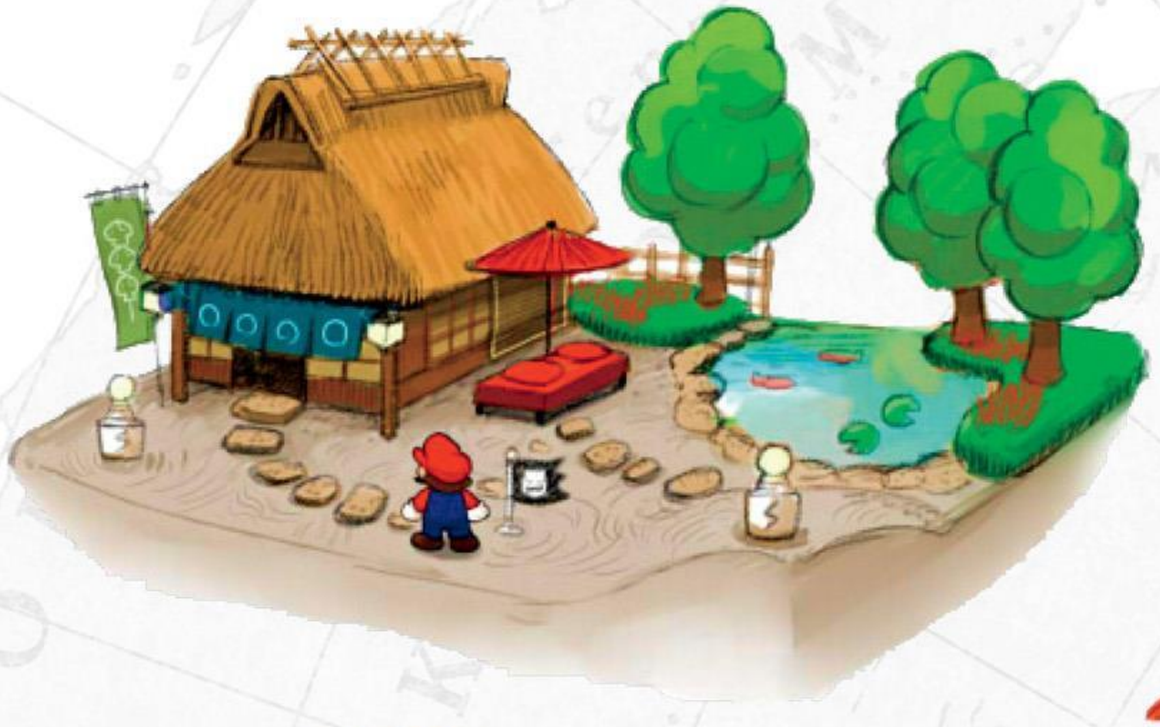
STORY

A Gruesome Pair of Guardians Protecting the Main Courtyard

The twin statues that guard the Main Courtyard are modeled on the kingdom's ruler. The statue on the left manipulates lightning, while the one on the right controls wind. These represent Bowser's authority and majesty. Defeating the Broodal bosses here causes the statues to crumble, opening the path forward.

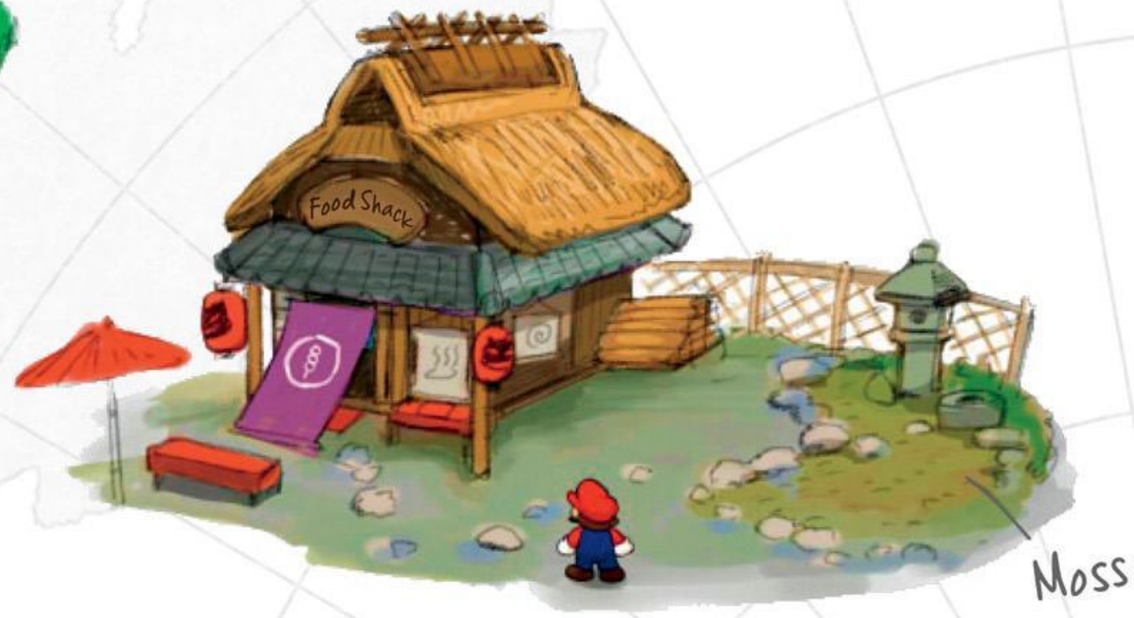
Twin statues of Bowser in different poses. Each resembles a god, controlling lightning and wind respectively.

As if to protect the statues, Broodals Hariet and Topper appear to stop Mario's progress.



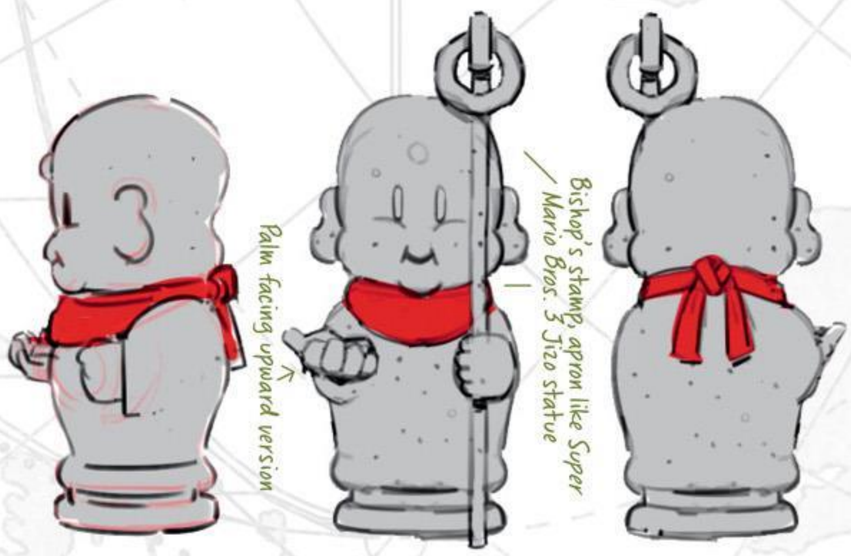
Souvenir Shop

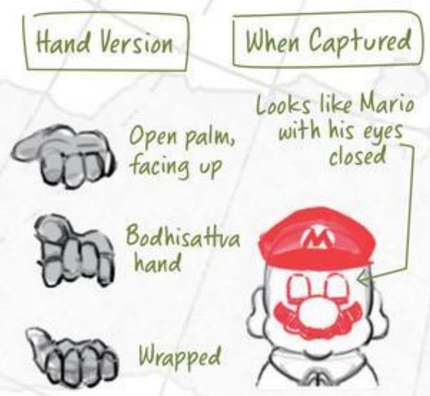
A shop in the district before the Main Courtyard offers souvenirs.



Designs

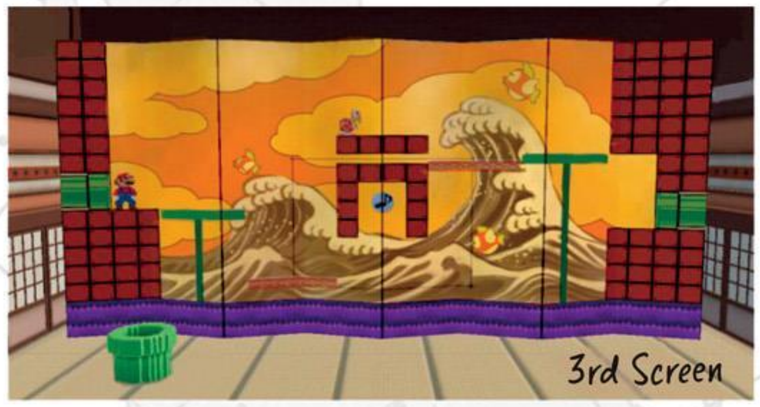
Jizo Design

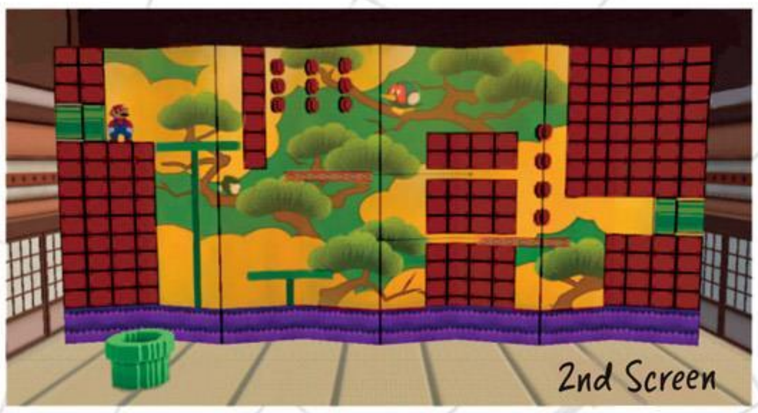




Jizo Design

2D Area Designs

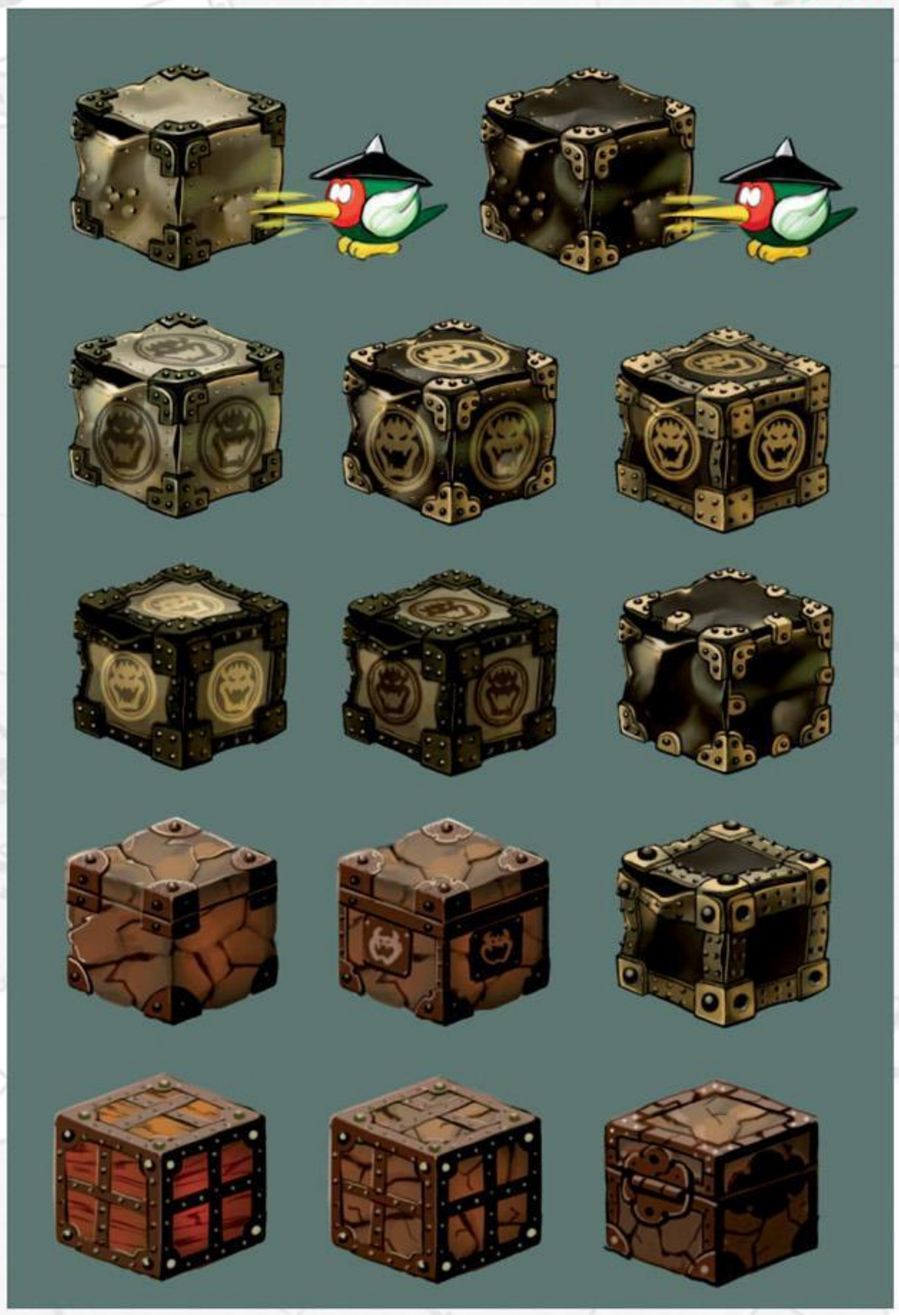




Note: At the idea stage.
Adjust colors while prioritizing visibility.

Torch Designs

Block Designs



NOTES

A Moment's Peace before the Main Event

The souvenir shop sits in the small garden before the Main Courtyard. The area is devoid of enemies, offering a moment to unwind before entering the heart of enemy territory.

A souvenir shop run by a New Donker. The lack of foot traffic seems to bother him . . .

Entering this special room takes Mario to a 2D area painted on a folding screen.

TIPS

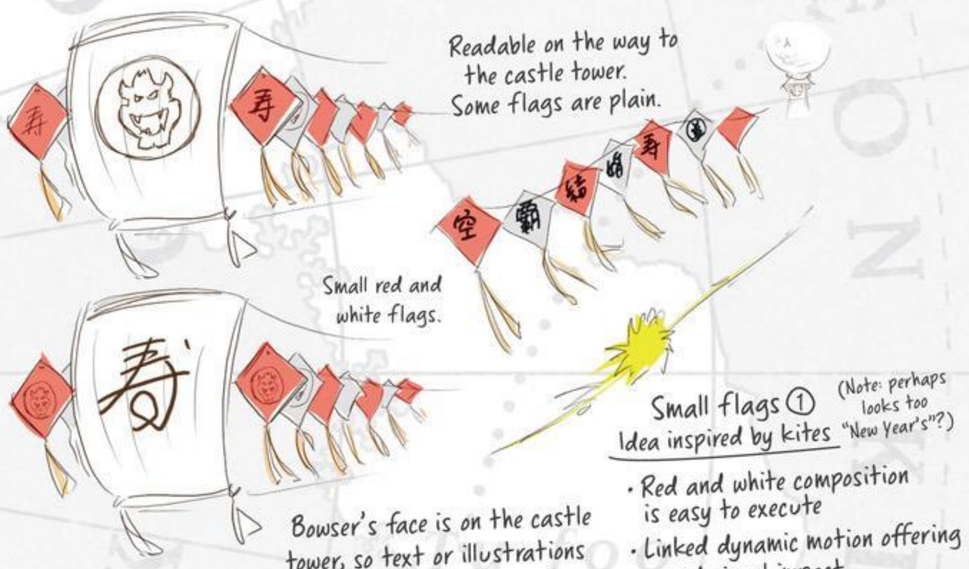
Stone Statues Stand Stoically

These statues create a tranquil aesthetic. With eyes closed and mouths unmoving, their appearance piques observers' curiosity. Some statues lack a hat.

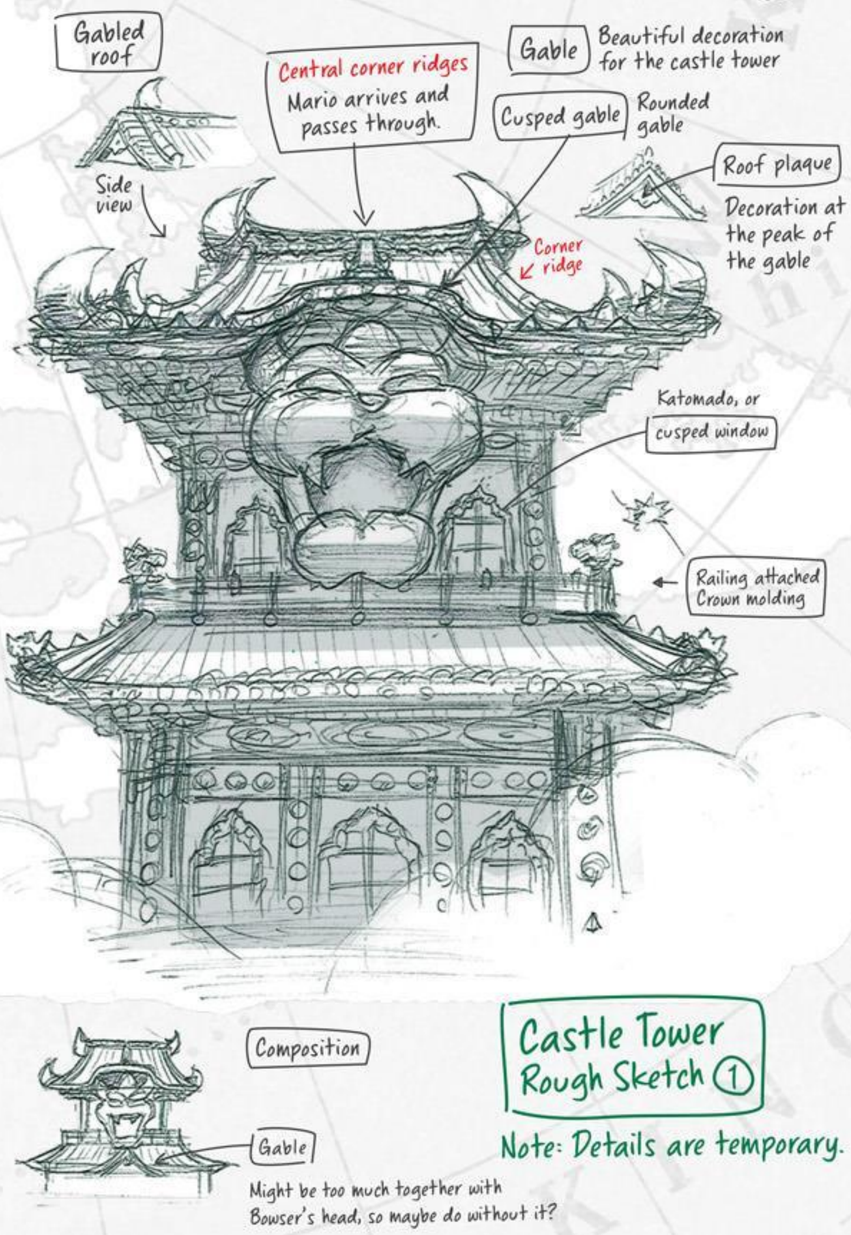
By throwing Cappy onto the hatless statues, Mario can clomp around in statue form. The stone face transforms into that of Mario.

Castle Tower Design

Castle Tower Flag Design


Readable on the way to the castle tower. Some flags are plain.
Small red and white flags.
Small flags ① Idea inspired by kites
(Note: perhaps looks too "New Year's"?)
• Red and white composition is easy to execute
• Linked dynamic motion offering good visual impact
• Make separate types of flags for the sky and the ground
Bowser's face is on the castle tower, so text or illustrations might be nice. Put Bowser's emblem on the small flags.

Castle Tower Rough Sketch



DESIGNER'S NOTE

The main tower of Bowser's Castle has three central design concepts: Japan, celebration, and Bowser.

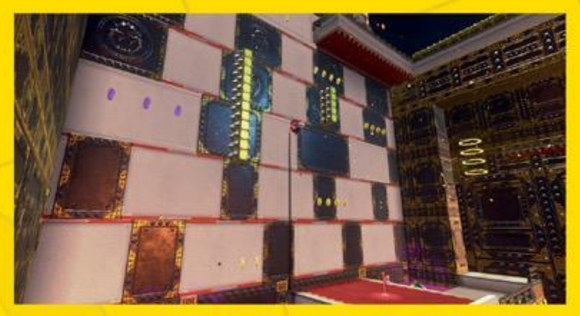
The art director requested a design that wouldn't look out of place to a Japanese person, so we used Japanese castles and shrines as reference points. The complicated wooden framework that supports the tower roof contains elements unique to Japanese architecture. The bold placement of Bowser statues really makes an impact. The fasteners and small decorations on the building include details to fit the Bowser aesthetic, like spikes and chains. For the color scheme we emphasized the red and white used in Japanese celebrations, the gold used in Japanese handicrafts, and the black and green reminiscent of Bowser himself. The massive flags were based on sails from pirate ships, and the Japanese character for "congratulations" was added to them. The fabric is like that of a white silk kimono and is adorned with an elegant Bowser pattern.

Field/Concept Artist Asami Inoue

NOTES

The Festival Flair of the Main Courtyard

Flags and lanterns decorated with the Japanese character for "congratulations" dance to festive music in the Main Courtyard, as if to celebrate Bowser's wedding. The castle guard is stationed in the area where their sovereign waits. Vertical ramparts riddled with tricks and traps impede intruders' progress.



Security is tightest in the Main Courtyard. Break through waves of enemies and roadblocks to climb to the top.

The gaudy flags all around celebrate Bowser's big day.

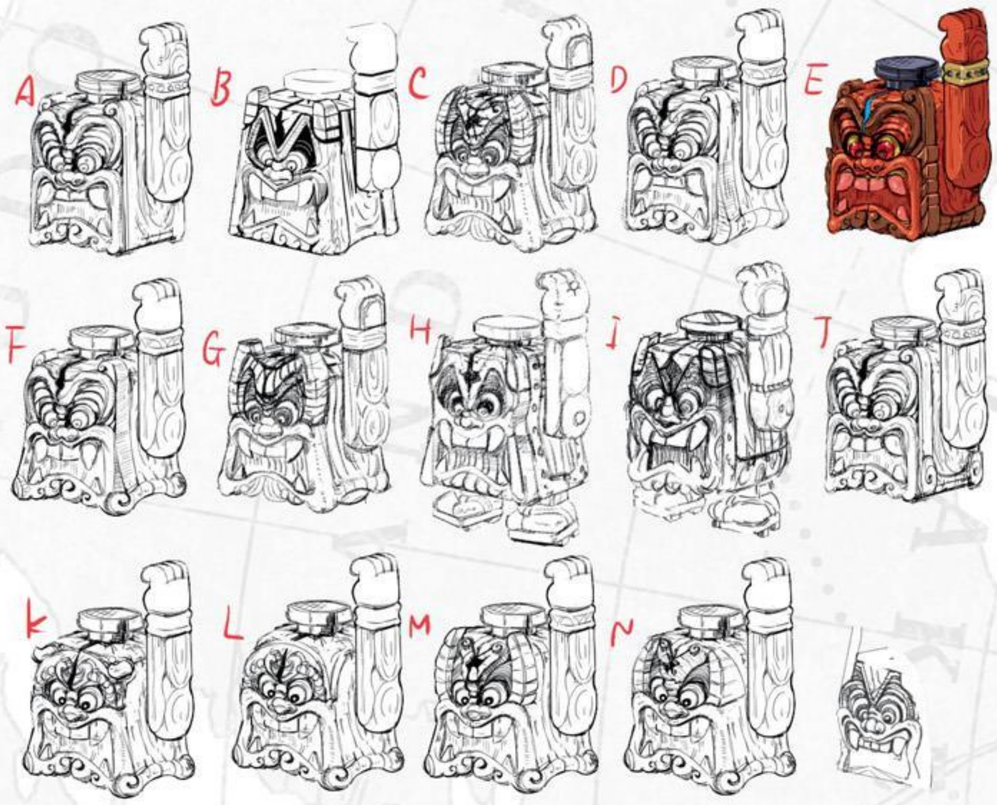
Japanese characters that mean "conqueror of the heavens" are written here. Reading them aloud actually sounds out the word "Koopa."

TIPS

Mini Goombas En Masse

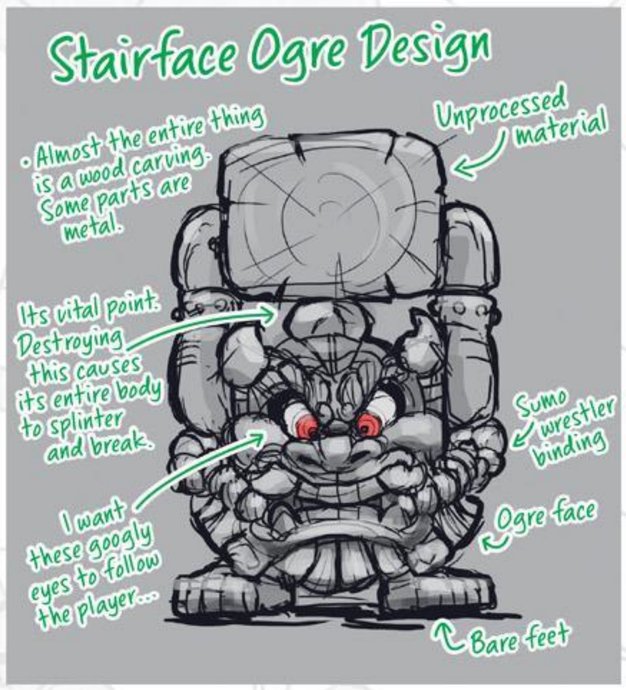
Mini Goombas not only roam the stage but also pop out of the ground or broken boxes. They may be small, but they're a pain to deal with in groups. Use Mario's Cap Throw to take them out in swaths. If you manage to stomp on eight in a row without touching the ground, you'll receive a heart for your efforts.

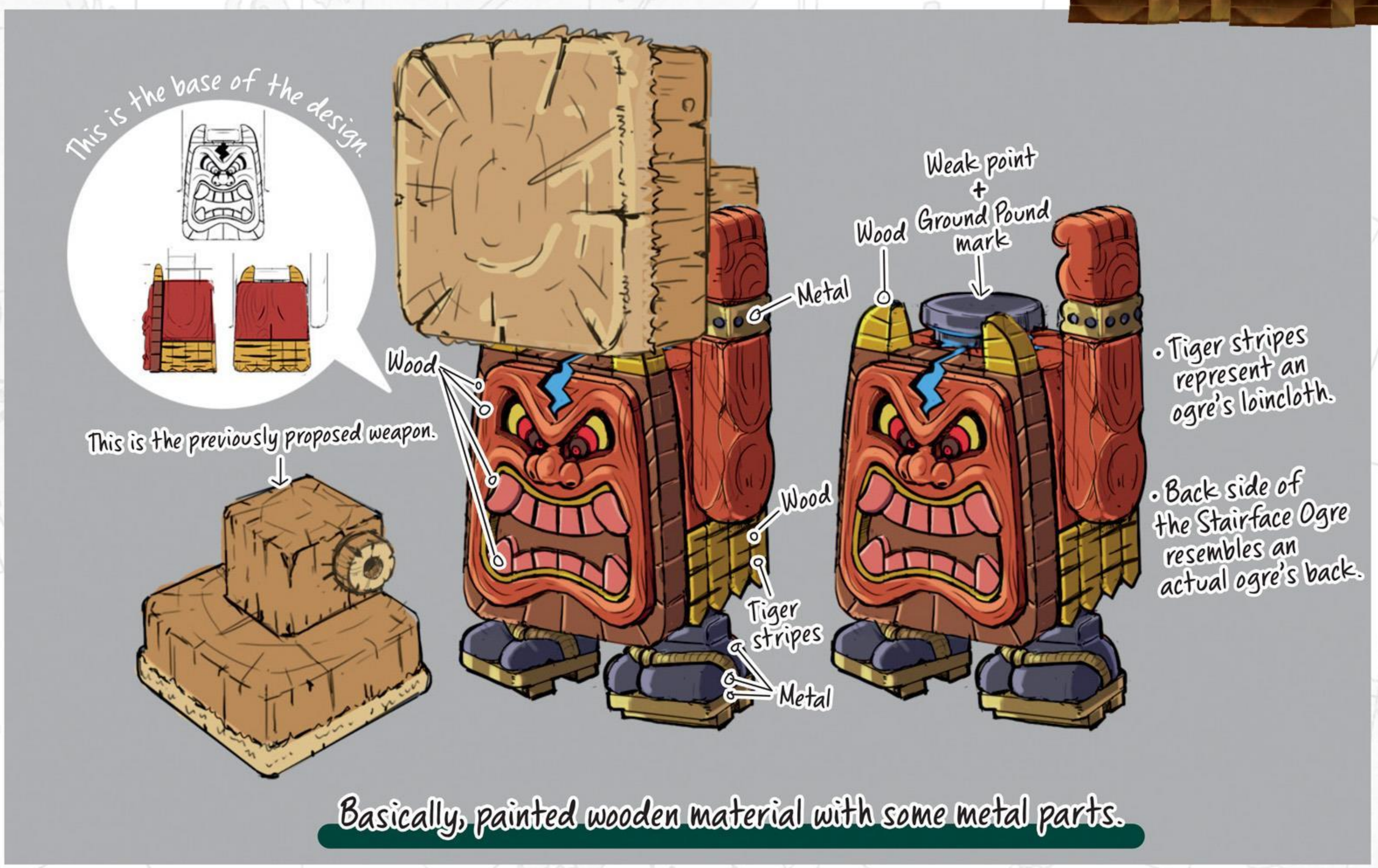
Mini Goombas appear from unexpected places. When they're clustered in groups, deal with them all at once.

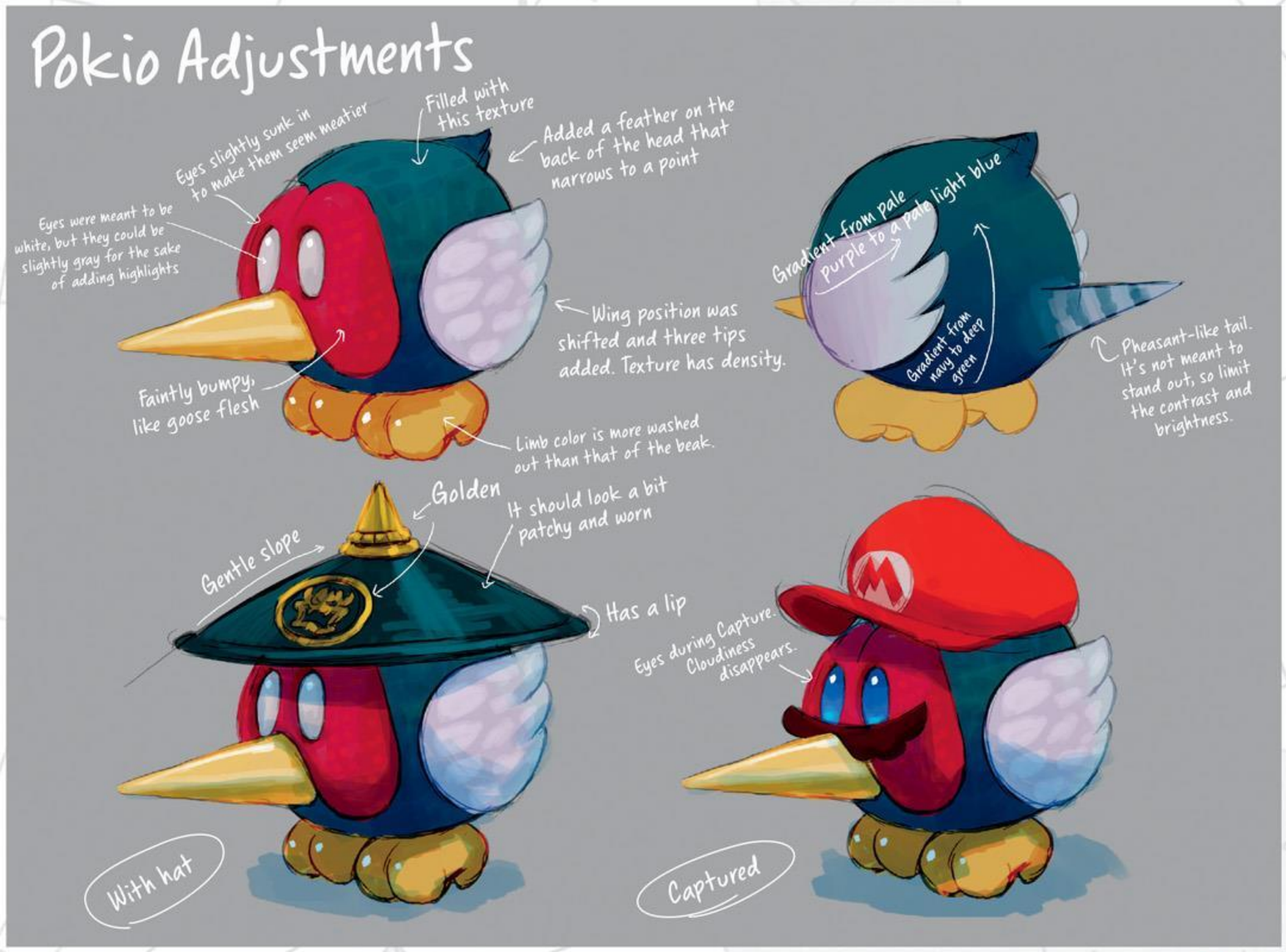


Stairface Ogre

These foes attack Mario on sight and try to hit him with their large wooden hammers.


Stairface Ogre Design
• Almost the entire thing is a wood carving. Some parts are metal.
Unprocessed material
Its vital point. Destroying this causes it's entire body to splinter and break.
Sumo wrestler binding
I want these googly eyes to follow the player...
Ogre face
Bare feet

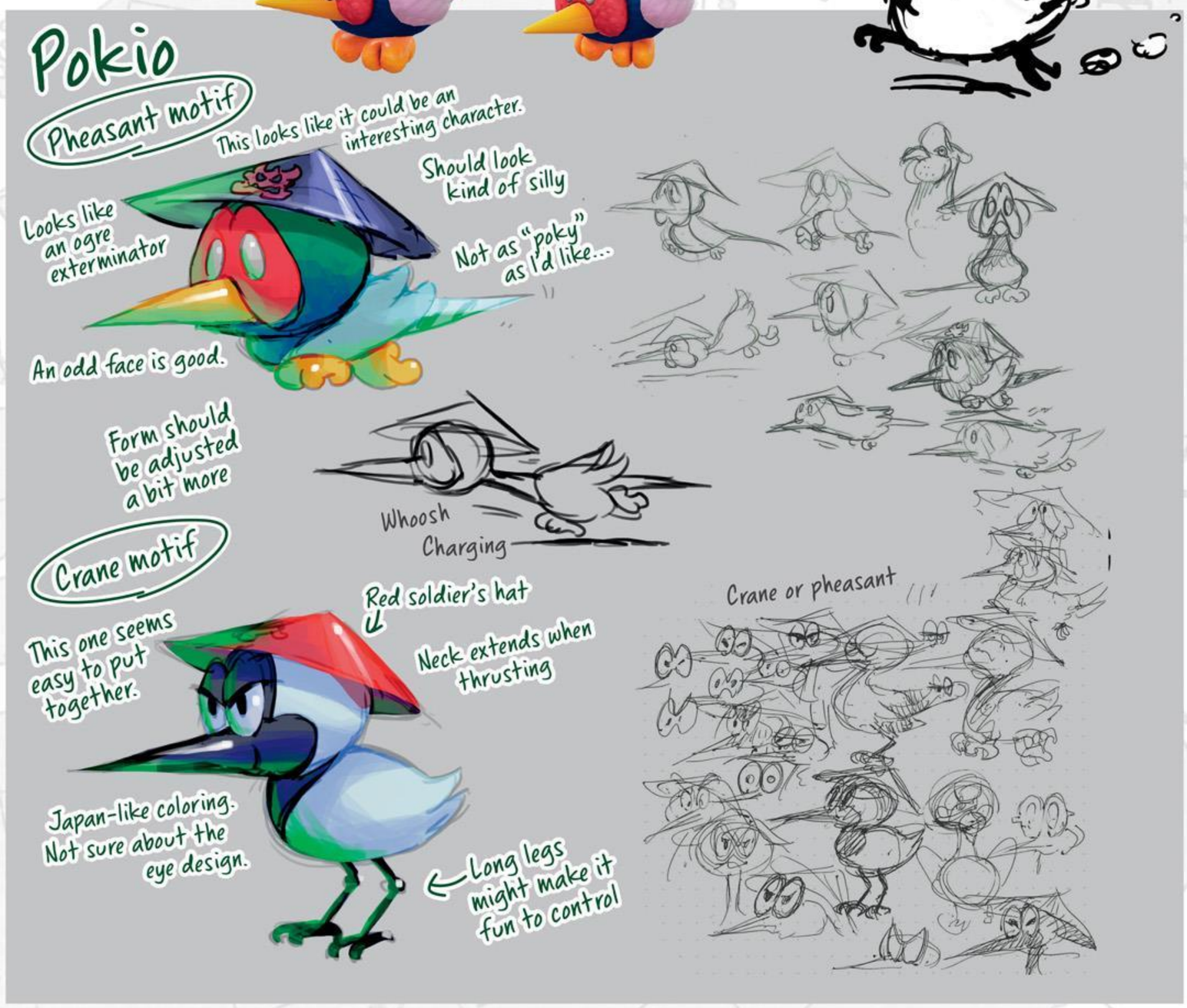

This is the base of the design.
This is the previously proposed weapon.
Wood
Metal
Weak point + Ground Pound mark
Wood
Tiger stripes
Metal
• Tiger stripes represent an ogre's loincloth.
• Back side of the Stairface Ogre resembles an actual ogre's back.
Basically, painted wooden material with some metal parts.


Pokio Adjustments
Eyes slightly sunk in to make them seem meatier
Filled with this texture
Added a feather on the back of the head that narrows to a point
Eyes were meant to be white, but they could be slightly gray for the sake of adding highlights
Wing position was shifted and three tips added. Texture has density.
Faintly bumpy, like goose flesh
Limb color is more washed out than that of the beak.
Gradient from pale purple to a pale light blue
Gradient from navy to deep green
Pheasant-like tail. It's not meant to stand out, so limit the contrast and brightness.
Golden
It should look a bit patchy and worn
Gentle slope
Has a lip
Eyes during Capture. Cloudiness disappears.
With hat
Captured

Design

Pokio

An enemy that stabs at Mario with its long beak. Capture one to wield that spear-like beak too.


Pokio
Pheasant motif
This looks like it could be an interesting character.
Should look kind of silly
Looks like an ogre exterminator
Not as "poky" as I'd like...
An odd face is good.
Form should be adjusted a bit more
Whoosh
Charging
Crane motif
Red soldier's hat
This one seems easy to put together.
Neck extends when thrusting
Crane or pheasant
Japan-like coloring. Not sure about the eye design.
Long legs might make it fun to control

Preliminary Designs

TIPS

Facing the Fierce Fortress Gatekeeper

The Stairface Ogre uses its frightening appearance to discourage would-be intruders. When it detects one, it shows no mercy in attempting to flatten them with its two-handed mallet. The scar on its forehead is a mark of honor for its loyal service, but it also acts as a weak point, especially when stabbed with something sharp.

The fearsome Stairface Ogre can move only in straight lines, so maneuver diagonally to escape pursuit.

Jump up to its head after it brings the mallet down. Target its weak point with a Ground Pound.

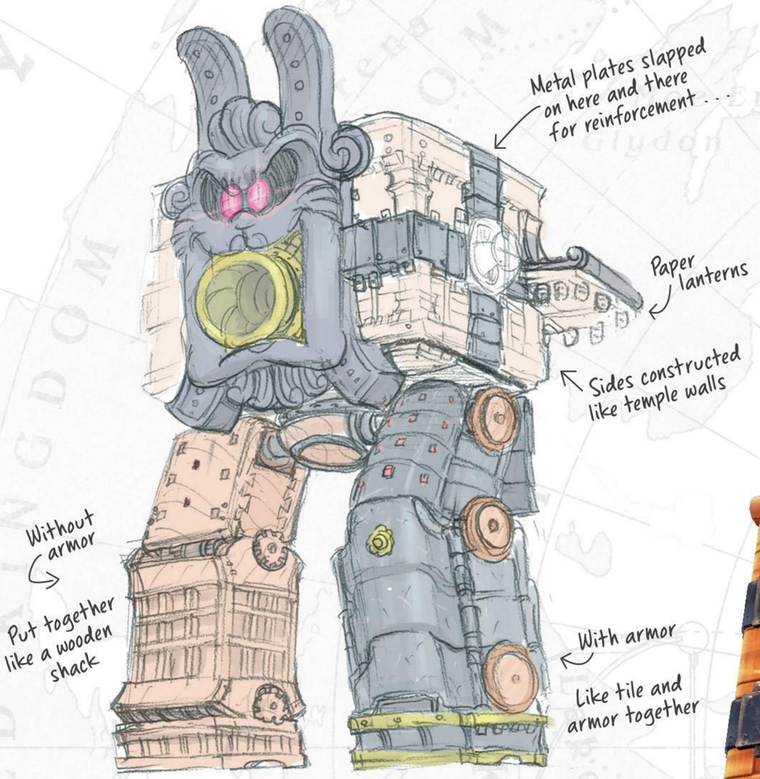
TIPS

The Pokio's Essential Skills

The Pokio's abilities are necessary in scaling the many vertical surfaces of this kingdom. Stab its beak into soft walls, then pull it back and release to flick it in any direction. This beak is also excellent for offense, allowing Mario to stab at foes or knock away firework bombs.

Stab soft walls to bounce around and climb vertical areas.

Stick its beak into small crevices to draw out any items hidden inside.


Metal plates slapped on here and there for reinforcement . . .
Paper lanterns
Sides constructed like temple walls
Without armor
Put together like a wooden shack
With armor
Like tile and armor together

Preliminary Design

RoboBrood

A giant mech piloted by the Broodals. Its arsenal includes firework bombs and pinwheels.

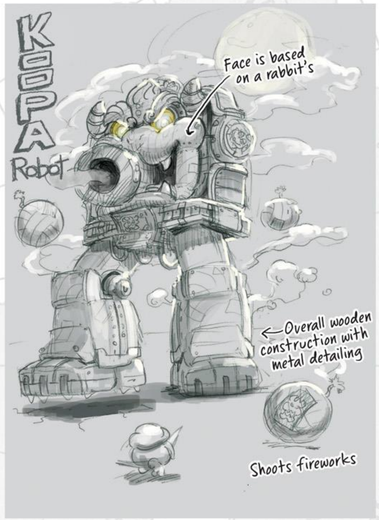
DESIGNER'S NOTE

The RoboBrood is a mobile fireworks launcher built for Bowser's wedding. Japanese elements we added to the design to match the style of Bowser's Castle. The Broodals themselves were placed in all of its weak points to give the sense of an ultimate showdown. Festival towers and shrine-like construction elements were added for Japanese flavor while maintaining the robot's clockwork aesthetic. Wood and metal are visually distinct to show players where to stab with a captured Pokio. Given the escalation of this latter half of the game, we went for an extravagant design that's sure to impress.

Each time its legs are broken, it falls over in a different position. The designers considered many poses to see which ones would be the most fun to climb. A bunch of the poses are quite comical. I honestly wanted to use them all, but we chose the ones that translated best into gameplay.

Character Art Lead Sho Murata

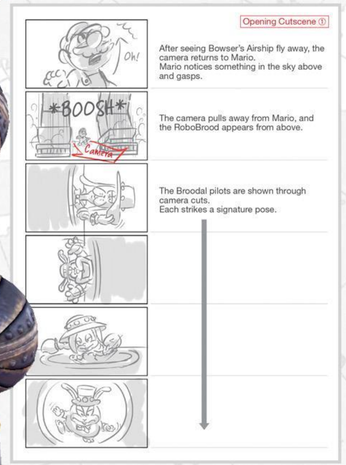
Design

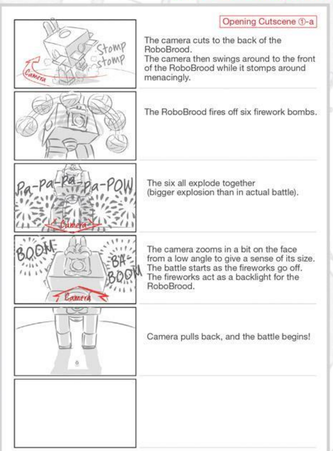


Firework Illustrations

Leg Armor Designs

Battle Start Storyboard


Opening Cutscene ①
After seeing Bowser's Airship fly away, the camera returns to Mario. Mario notices something in the sky above and gasps.
The camera pulls away from Mario, and the RoboBrood appears from above.
The Broodal pilots are shown through camera cuts. Each strikes a signature pose.


Opening Cutscene ①-a
The camera cuts to the back of the RoboBrood. The camera then swings around to the front of the RoboBrood while it stomps around menacingly.
The RoboBrood fires off six firework bombs.
The six all explode together (bigger explosion than in actual battle).
The camera zooms in a bit on the face from a low angle to give a sense of its size. The battle starts as the fireworks go off. The fireworks act as a backlight for the RoboBrood.
Camera pulls back, and the battle begins!

STORY

The Wedding Planners' Ultimate Weapon

Just when Mario and Cappy catch up to Bowser, he makes a narrow escape. A giant mechanical monstrosity appears in his place. This is the RoboBrood, piloted by all four Broodals together.

A clockwork mech controlled by the Broodals. Its face is made to resemble Madame Broode.

TIPS

Possess a Pokio to Crack the Cockpits

The RoboBrood is a troublesome foe. Its cockpits are too high for Mario to reach on his own, and its feet and firework bombs are fearsome indeed! Capturing a Pokio will solve all of these problems: knock the mech's bombs into its leg armor and create access to each Broodal pilot.

Break the leg armor, climb the body, and take out the Broodals one at a time.

A Final Flight to the Moon

Preparations complete, Bowser heads to the moon for his wedding ceremony. The fact that he returned to his kingdom means he must have needed one last thing for the special day . . . but what could it be? Mario and Cappy gather more Power Moons at Bowser's Castle, collecting the last of the energy they need to follow the King of the Koopas into space. The *Odyssey* now complete, the pair fly off to the moon. Cappy presents Mario with the Wedding Tuxedo before the pair head to the final battle, where Bowser, Peach, and Tiara wait.

Moon Kingdom

Honeylune Ridge

DESIGNER'S NOTE

The story finally reaches its climax! Fueled by Power Moons, the sail of the *Odyssey* expands into a full-moon shape, enabling the heroes to head to the Moon Kingdom. The wedding bells tolling from the far-off Wedding Hall should give the player a sense of urgency.

In order to craft an action-packed climax, we built the level using the various Capture actions from previous kingdoms in rapid succession. We wanted players to experience a special tension in the confrontation with longtime rival Bowser, reflect back on the long journey through the escape from the underground caverns, and feel the excitement that comes from the start of a new challenge.

Director Kenta Motokura

WORLD DATA

Population:	Unknown	Currency:	Star Bit shaped
Size:	Lunar	Industry:	Tourism, weddings
Locals:	Rabbitish?	Temperature:	Unknown

A land set on a small planetoid a good distance from the planet Mario and his friends inhabit. Jet-black skies contrast with the stark white surface of the kingdom. A single ivory wedding hall stands braced against the overwhelming silence of its surroundings.

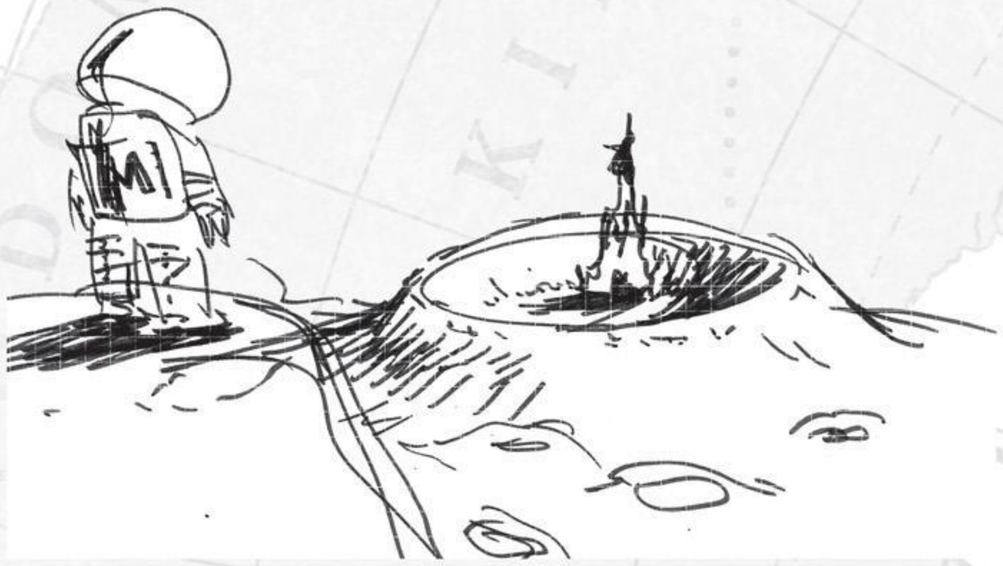
Power Moons 38

Regional Coins 50

Map

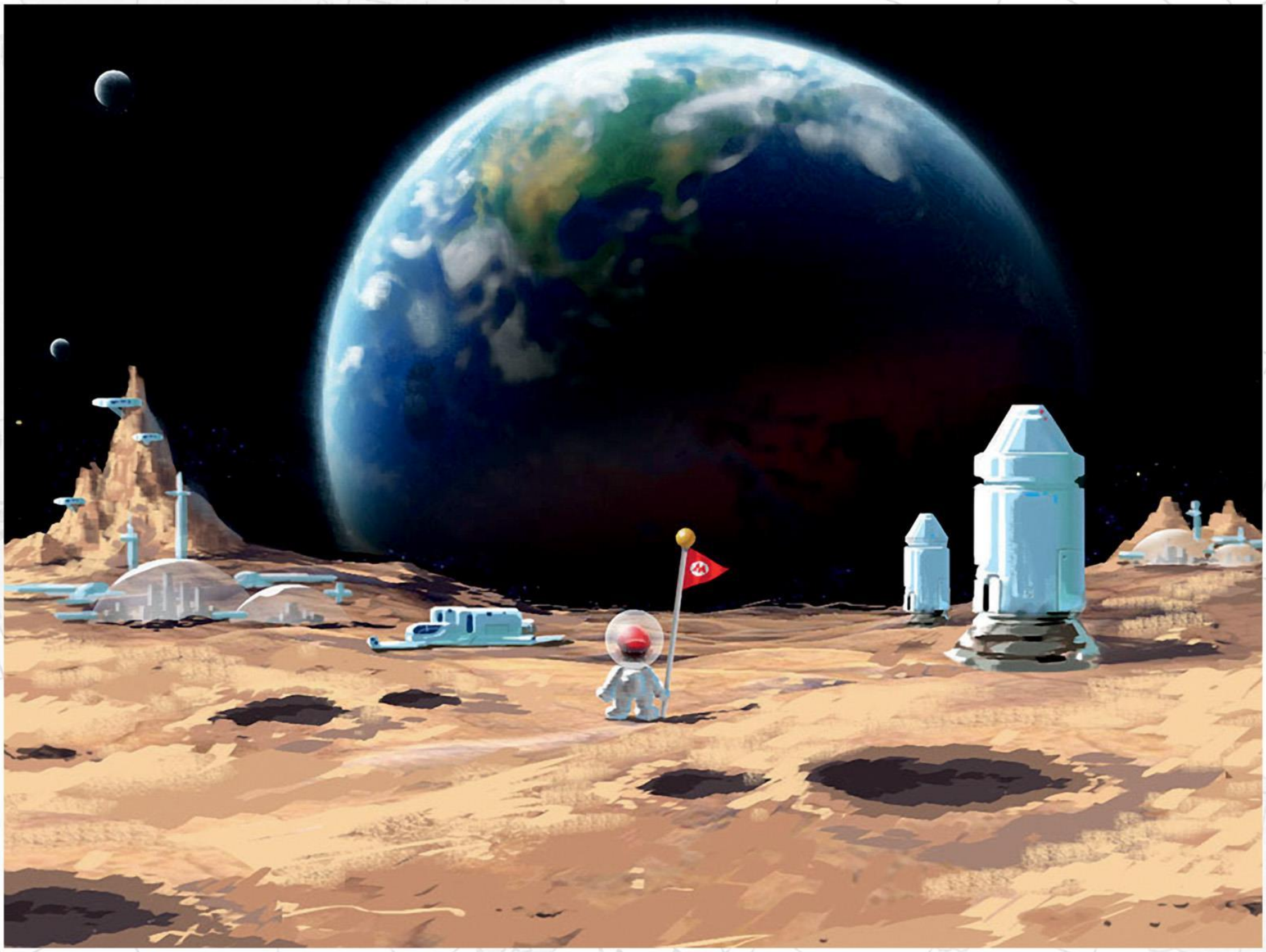
Concept Art

These ideas and rough sketches depict facilities on the lunar surface, giving life to the kingdom.



Rough Sketch

Preliminary Design



Preliminary Design

Rough Sketch

DESIGNER'S NOTE

The Moon Kingdom's motif is clearly space, but not the dazzling space that appeared in *Super Mario Galaxy*; instead, we planned a stage set in the dark vastness of a more realistic vision of space. We emphasized the isolation one would feel in the farthest reaches of the world and aimed to make the entire region symbolize a wedding hall.

When you look behind you, the planet you explored on your journey shines big and bright on the horizon. Many initial sketches placed the planet in front of the player, but we ended up moving it behind in order to show players the correct way to go. In exchange, the sun was placed in the player's path, offering a hint that the goal Mario and Cappy strive for is close at hand. The monochromatic Moon Kingdom vaguely recalls the scenery of the first stage you visit, the Cap Kingdom.

Art Director Rikuto Yoshida

STORY

A Kingdom Far Beyond the Clouds

This kingdom is found on the moon, far beyond Mario's world. Once a barren wasteland, the Moon Kingdom has been divided into three different regions: Honeylune Ridge, Rabbit Ridge (the Dark Side), and Culmina Crater (the Darker Side). At the wedding hall on the far hill, Bowser prepares to force Princess Peach into matrimony.

A silent kingdom of bright rock under dark skies. The wedding hall looms off in the distance.

Some say the frog at Honeylune Ridge was brought over by the area's original colonists.

NOTES

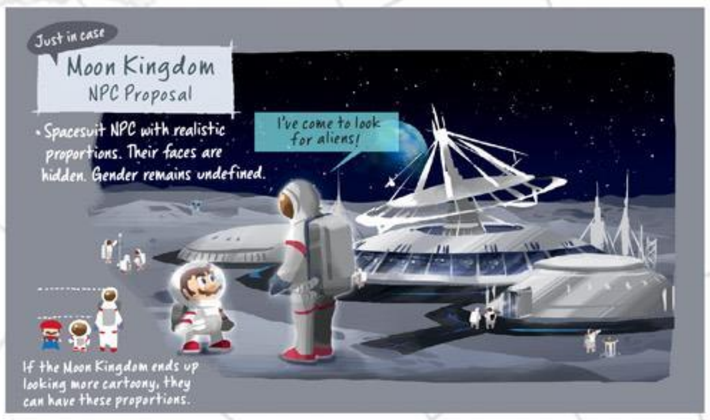
The Joy of Impressive Jumping

The gravity on Honeylune Ridge is much weaker than in other places, increasing Mario's jump ability and slowing his descent for a floatier experience. Gravity feels a lot more familiar in the Underground Moon Caverns.

Mario's already impressive jump gets even higher! He'll slowly float back to the ground.

Throw Mario's hat and jump on it to turn his High Jump into a Super Jump! With this handy trick, Mario can cross even the widest ravines.

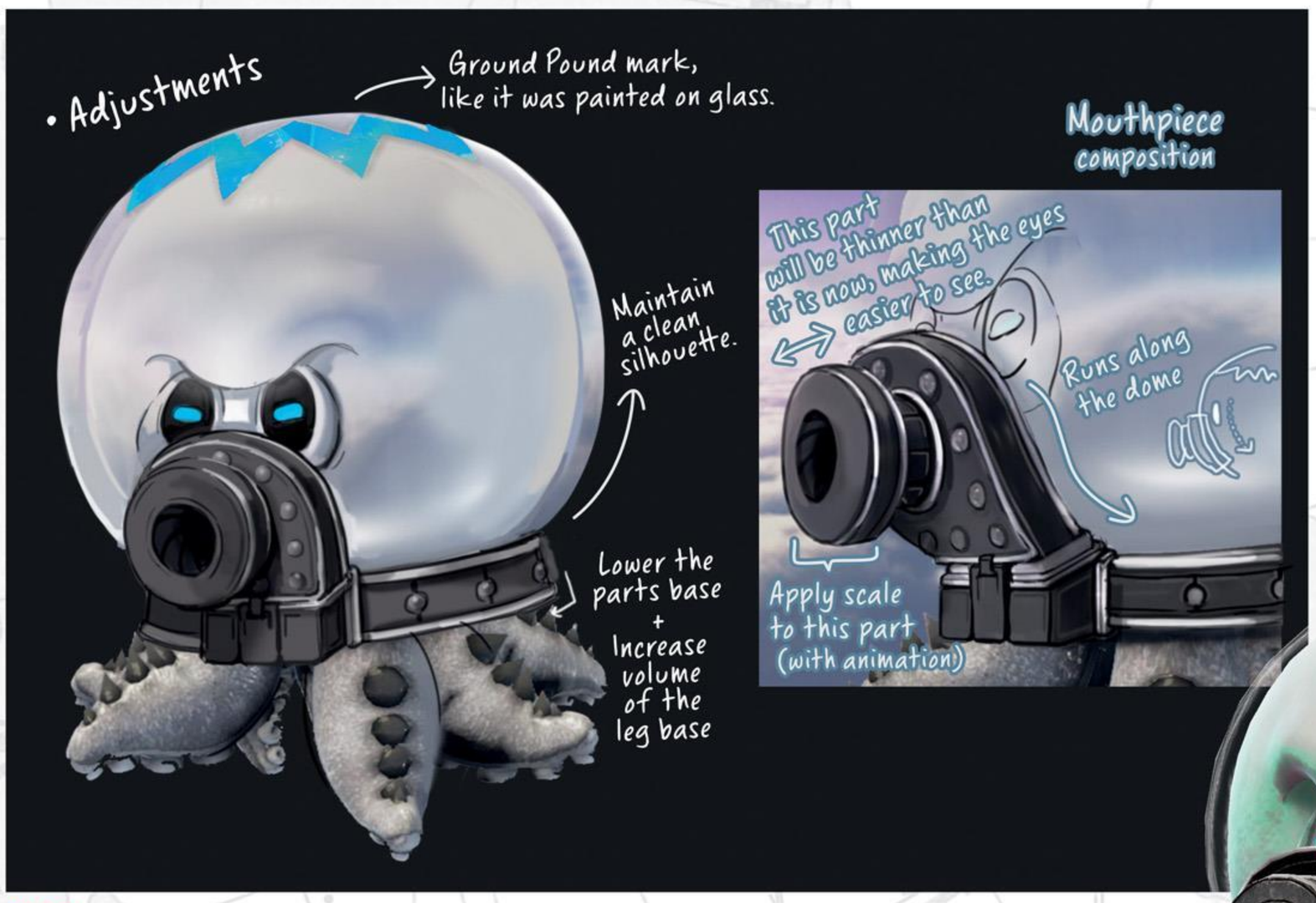
Concept Sketch


Just in case
Moon Kingdom
NPC Proposal
• Spacesuit NPC with realistic proportions. Their faces are hidden. Gender remains undefined.
I've come to look for aliens!
If the Moon Kingdom ends up looking more cartoony, they can have these proportions.

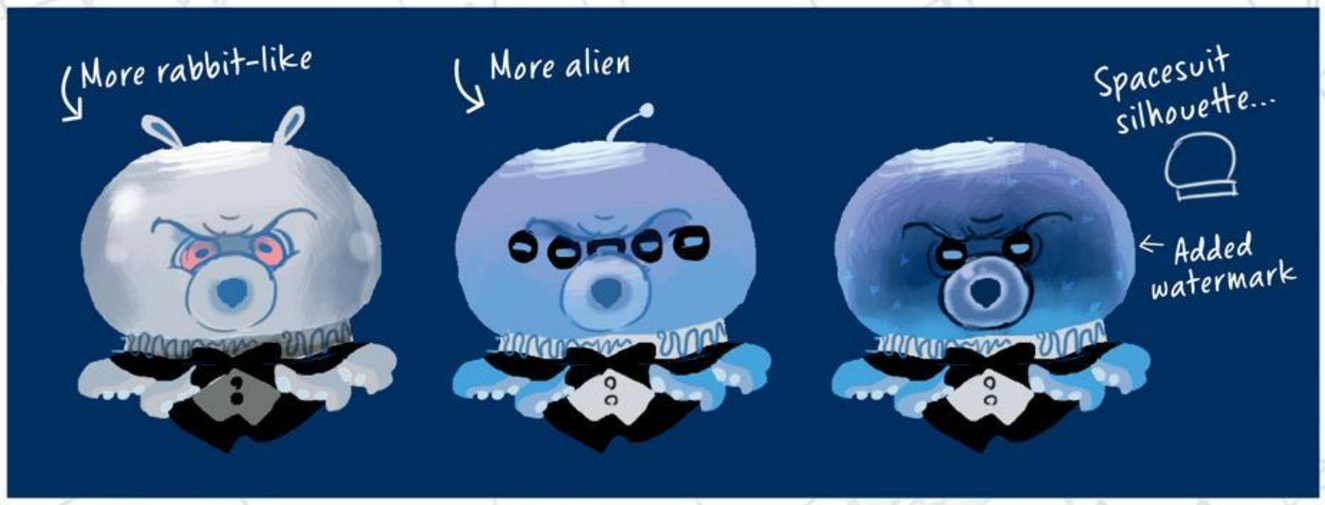
Locals Design Proposal

Astro-Lanceur

These foes float along the lunar surface, firing missiles at Mario. Their heads are an obvious weak point.


• Adjustments
Ground Pound mark, like it was painted on glass.
Maintain a clean silhouette.
Lower the parts base + Increase volume of the leg base
Mouthpiece composition
This part will be thinner than it is now, making the eyes easier to see.
Runs along the dome
Apply scale to this part (with animation)

Design

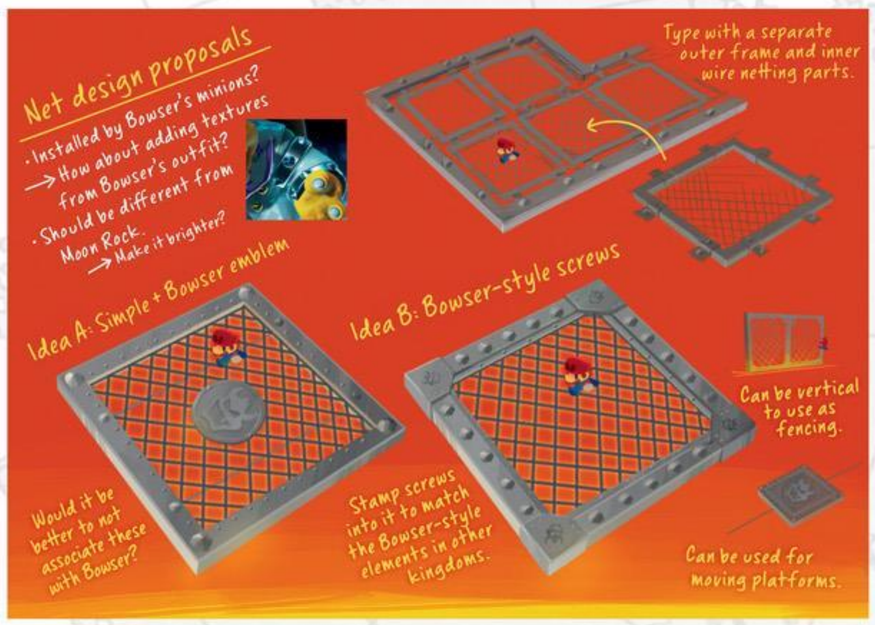


Design

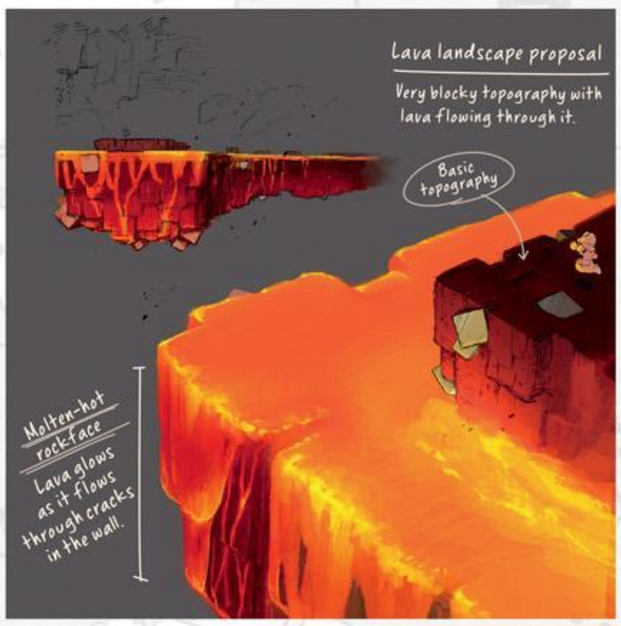
Underground Moon Caverns

Caves entered from an unassuming hole in the Quiet Wall. The gravity in these lava-filled caves is stronger than that on the lunar surface.

Rough Sketch


Net design proposals
- Installed by Bowser's minions?
→ How about adding textures from Bowser's outfit?
- Should be different from Moon Rock.
→ Make it brighter?
Type with a separate outer frame and inner wire netting parts.
Idea A: Simple + Bowser emblem
Idea B: Bowser-style screws
Can be vertical to use as fencing.
Would it be better to not associate these with Bowser?
Stamp screws into it to match the Bowser-style elements in other kingdoms.
Can be used for moving platforms.

Wire Net Platform Design


Lava landscape proposal
Very blocky topography with lava flowing through it.
Basic topography
Molten-hot rock-face
Lava glows as it flows through cracks in the wall.

Topography Design

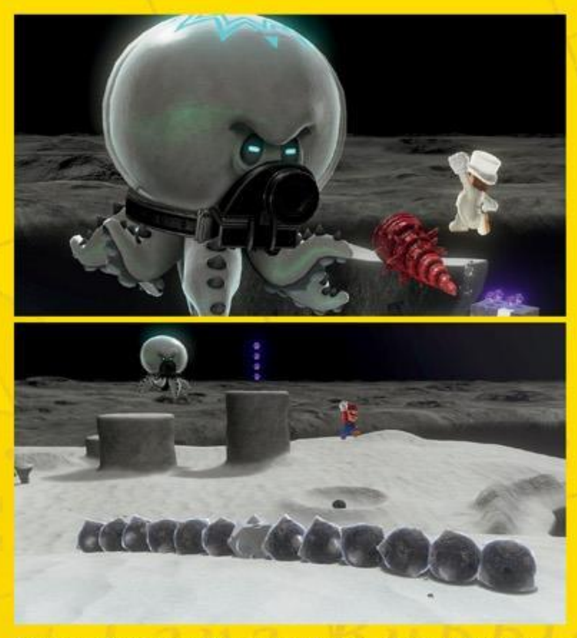
This is a design for the basic topography. Can also be used when the caverns collapse.
Mario
Floating island landscape
(partial)
Animation:
Viscous lava flows sloppily along the topography.
Cooler near the bottom (red)
Rockface shows signs of lava having flowed over it, with melted and hardened veins.
Idea A
Pyrite-like
Basalt, angular form
Idea B
Lunar surface rock
Plagioclase rock
+ angular craters
Matte
Moon Rock sheen
• Fragile looking →Breakable, good look for the cave-in scenario.
• Lunar surface crater image. Angular craters made from falling Moon Rock.
...What do you think?!

Topography Design

NOTES

Close Encounters of the Lanceur Kind

Astro-Lanceurs hover on the kingdom's surface and Moonsnakes slither across the ground. Both recall certain enemies encountered back home, suggesting extra-terrestrial origins for some denizens of the Seaside Kingdom.



Moon Kingdom foes strongly resemble those found in Bubblaine.

TIPS

The Moon Kingdom's Dangerous Underground

The stronger gravity of this perilous zone sends careless players into the lava. Overcome the fierce onslaught of foes, Capturing whatever you can to return to the surface.

Capture enemies and wield their special skills to neutralize the danger!

A rematch with Madame Broode awaits Mario at the end! She's looking to avenge her fallen Broodal underlings.

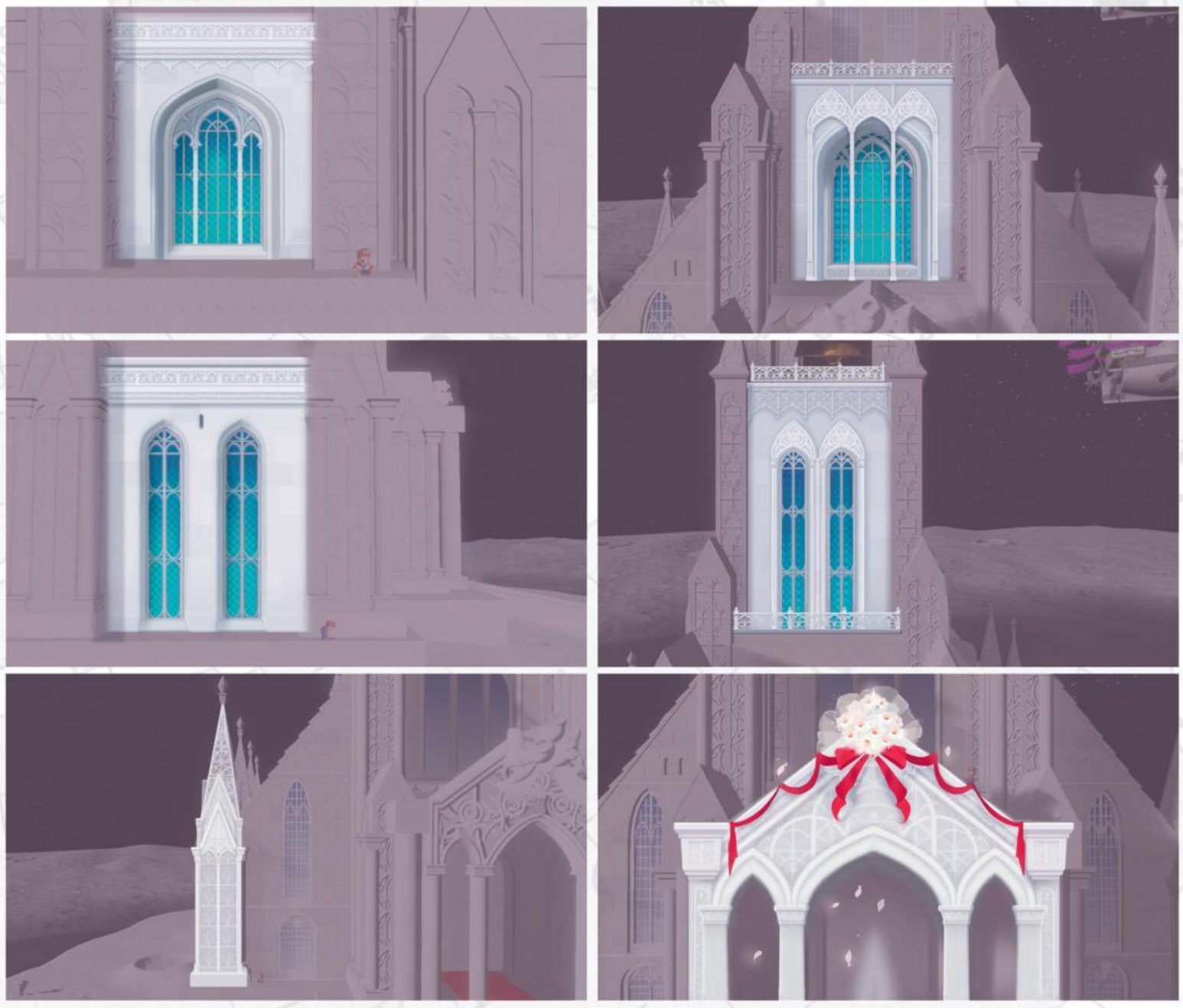
Wedding Hall

A pure white building situated on a small hill. This beautiful venue is used for wedding ceremonies.

Moon Kingdom Design Concept
Bell
Make it clearly visible when viewed from below.
• Express weight
• Gorgeous decoration
Some sort of sculpture here
Vertical silhouette
Differentiate from Peach's Castle (horizontal silhouette). A rocket-shaped silhouette would also suit the moon theme.
(Not that this is part of the setting...)
Gothic-style ornamentation
Add detailed decorations to places like the roof.
Space
A tense, slightly frightening atmosphere. Silent space with few stars.
Home planet in the background
Wooded Kingdom flower petals?
White building
Glows softly to emphasize its presence.
Realistic lunar surface style
Wedding decorations
The inside is lavishly decorated, so the outside is more reserved. Piranha Plant flowers.
(Maybe mix in flowers from the Wooded Kingdom?)

Design Concept

Exterior Design



Decoration Designs

NOTES

Beckoning Bridal Blessings

The alabaster wedding hall stands on Honeylune Ridge. Legends say there's a goddess on the moon and this hall was built to receive her blessings. A large bell is installed in the tower, and its knell pierces the silent kingdom whenever a wedding takes place.

A red carpet leads up to the hall from Ever-After Hill, resembling a wedding aisle.

Blue stained glass windows highlight the white building. They reflect the beauty of a certain blue planet . . .

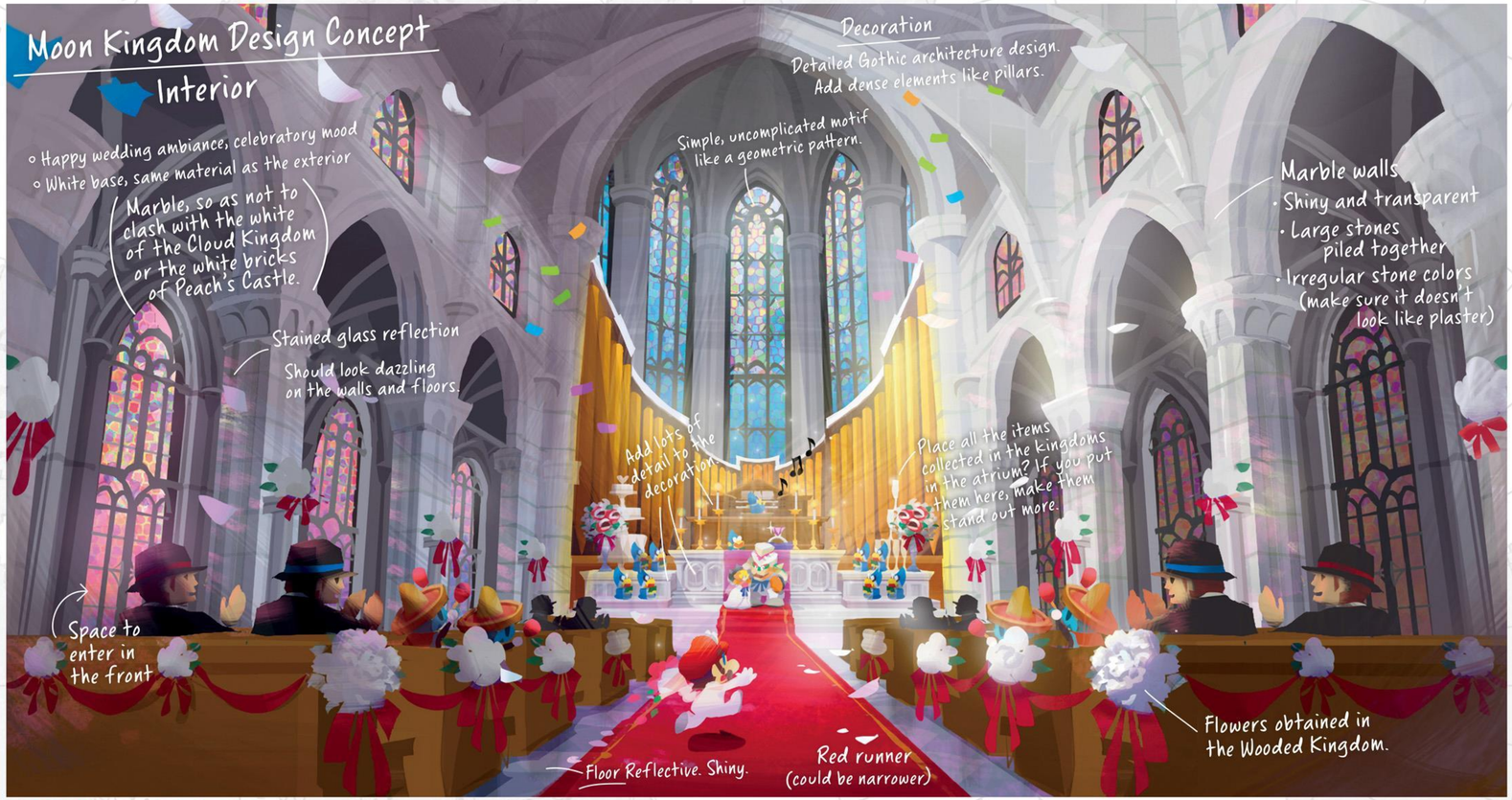
A large bell rings out across the land. All who hear it know that a blessed union is taking place.

NOTES

The Beautiful View from the Wedding Hall

A picturesque tableau stretches out before the Wedding Hall. It's definitely a sight to behold! The chance for couples to exchange vows in front of their home planet makes this a popular spot to hold weddings. You have to hand it to Bowser . . . He's got good taste!

The view from the Wedding Hall. The planet peeks out beyond the horizon. The cerulean sphere is a marvelous sight.


Moon Kingdom Design Concept
Interior
Happy wedding ambiance, celebratory mood
White base, same material as the exterior
Marble, so as not to clash with the white of the Cloud Kingdom or the white bricks of Peach's Castle.
Stained glass reflection
Should look dazzling on the walls and floors.
Space to enter in the front
Floor Reflective. Shiny.
Add lots of detail to the decoration.
Simple, uncomplicated motif like a geometric pattern.
Decoration
Detailed Gothic architecture design. Add dense elements like pillars.
Red runner (could be narrower)
Place all the items collected in the kingdoms in the atrium? If you put them here, make them stand out more.
Marble walls
· Shiny and transparent
· Large stones piled together
· Irregular stone colors (make sure it doesn't look like plaster)
Flowers obtained in the Wooded Kingdom.

Wedding Hall Interior Design Concept

Wedding Hall Interior Preliminary Design

DESIGNER'S NOTE

The Wedding Hall is a marvelous building, standing in the void of space and designed with a sense of mysticism in mind. We referenced Gothic buildings when adding the dense level of detail to the hall. We looked for the perfect balance between finely crafted ornamentation and the silhouette of the tapered roof, paying particular attention to the thickness of the pillars and the angle of the roof. The whole design is laid out vertically, as opposed to the horizontal feel of Peach's Castle. The building also vaguely resembles a rocket, well suited to the lunar setting. The design combines curves with a linear building and almost geometric reliefs. It was difficult to maintain the balance between the pattern's work and the building's shape.

The detailed reliefs resemble a wedding dress's delicate embroidery, giving the entire building a lovely, almost sentimental ambiance. The white flowers decorating the walls of the hall are from the Soirée Bouquet that blooms in the Wooded Kingdom. Items from every kingdom decorate the space. Try to find them all!

Field/Concept Artist Asami Inoue

Crashing the Wedding Hall Storyboard

STORY

The Courageous Wedding Crashers!

Mario and Cappy finally catch up to Bowser! Good timing, too, as inside the hall Bowser attempts to place the Binding Band on Peach! The final battle to rescue Peach and Tiara starts here!

Mario and Cappy fly into the Wedding Hall. Bowser reacts as if he expected as much . . .

Koopa Celebrating Bowser's Wedding Concept Sketch

Rough Sketch

Table Design

Treasure Pedestals
☆Pattern using purple table decorations
(All treasures are placeholders.)
Wide, flush against the top.
Prevents overlap between the shape of the cake and the decorations.
This would cause some visual disruption.

Treasure Pedestal Designs

Moon Kingdom Wedding Hall Wall Decorations
Wooded Kingdom flowers
Decorative Lake Kingdom cloth
Bowser ribbon
Arrange flowers radiating out with a single front-facing flower set in the center.
The central flower should pop out.
The entire bouquet should look voluminous.
Base is a decorative cloth from the Lake Kingdom.
Lake Kingdom lace (light rays)
Decoration ideas

Decoration Designs

Items gathered from each kingdom for Bowser's wedding
Seaside Kingdom: Sparkle Water
Symbolic glasses overflowing with a simple beverage...
Sand Kingdom: Knucklotec's Binding Band
Way too big.
Cap Kingdom: Tiara
Taken against her will!
Wooded Kingdom: Soirée Bouquet
Bouquet made of Wooded Kingdom flowers surrounded by Piranha Plants.
Snow Kingdom: Frost-Frosted Cake
Focus on white and blue colors to match the snow theme?
Luncheon Kingdom
Colorful cuisine befitting the world concept?

Bowser's Stolen Treasures Rough Sketch

Cake Design
From Snow Kingdom emblem
Bowser version
Snow Kingdom version
Iced cookies
Candy Bowser & Peach
Cloth different color
Added Piranha Plant
The whole thing should narrow slightly toward the bottom.
Snow Kingdom pillar pattern image
Taken from Snow Kingdom patterns
Cake color is pale purple-pink with a hint of yellow, like the snow from the Snow Kingdom's racetrack.
Replaced with Bowser emblems
Added Wooded Kingdom flowers (pink & purple versions)
Pedestal is a mini replica of the Snow Kingdom race venue
Like this

Frost-Frosted Cake Design

Cuisine
Shakes like the pot from the Luncheon Kingdom due to the high heat.
Blubblub
Blue flame flickering.
• Bowser-style souped-up stove!
Pedestal in the middle
• Like cheese fondue!

Stupendous Stew Design

Soirée Bouquet Design
Arranged so the flowers form a circle when viewed from the top
Ribbon wraps around the vase
Composed only of Wooded Kingdom flowers
Short
Wrapped with a purple ribbon

Soirée Bouquet Design

Binding Band Design

STORY

The Fruits of Bowser's Heinous Acts

Locals from every kingdom are seen inside the Wedding Hall, forced to be witnesses to the wedding. Even Mayor Pauline is there! All of the world's stolen treasures are set up behind the groom.

Treasures pilfered from each kingdom. Bowser himself holds the Binding Band from Tostarena.

Attendees "invited" from each kingdom. None of them are particularly happy to be there.

Some cleanup after Bowser leaves. There may be something left on the tables to take home . . .

TIPS

Mysterious Additions to the Wedding Hall Foyer

After beating the game, return to the Wedding Hall on Honeylune Ridge to find a large painting hung by the entrance. Jump into this warp hole for a rematch with the King of the Koopas! Collecting every Power Moon in the game causes a different painting of Bowser to appear, letting you experience a more challenging version of the final battle.

Locals from the different kingdoms stare at the paintings. They seem to sense something sinister emanating from them . . .

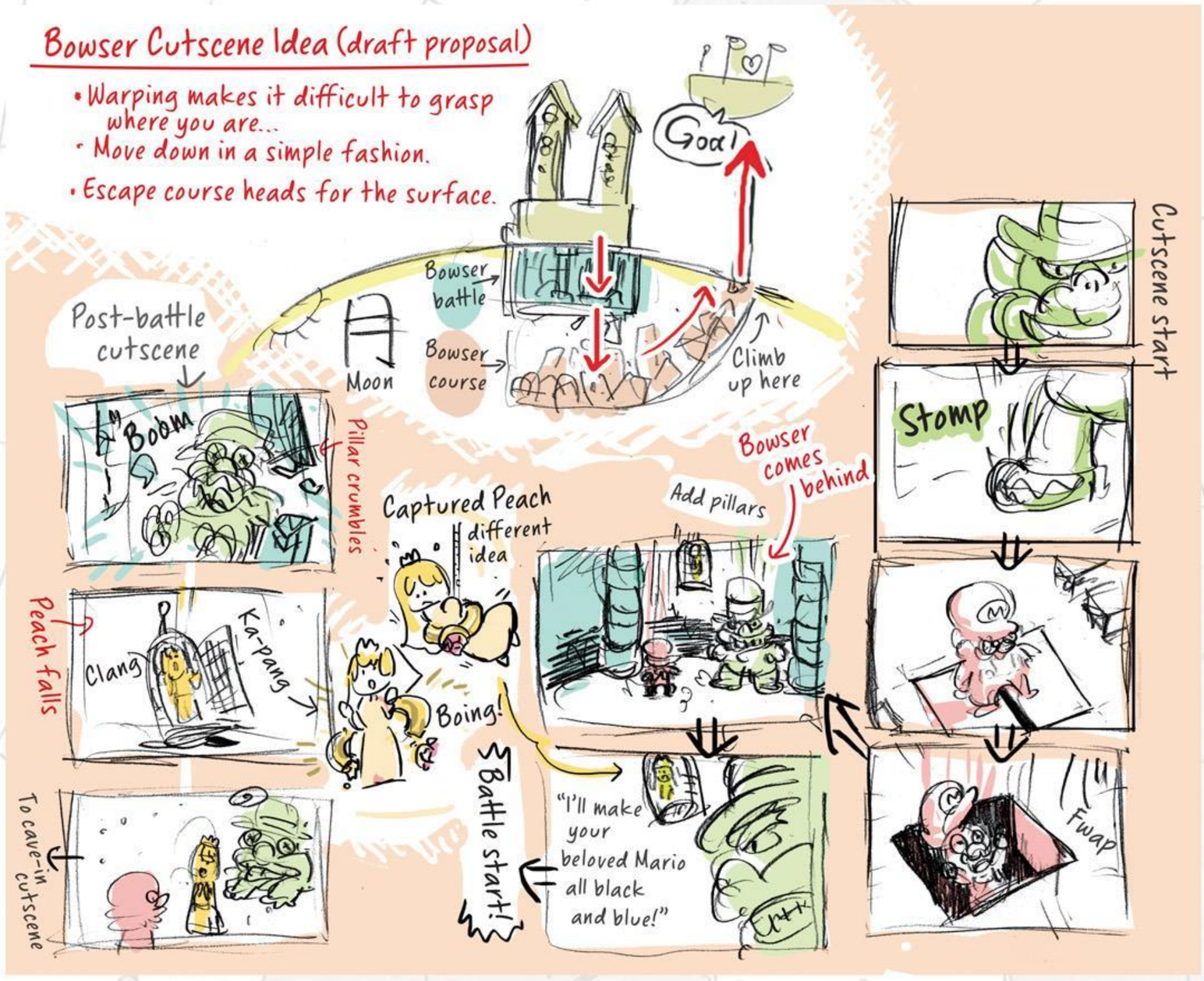
Final Battle with Bowser

In *Super Mario Odyssey*'s final confrontation, Bowser and Mario fight with the fate of Princess Peach on the line! Compared to the clash in the Cloud Kingdom, Bowser brings a greater arsenal to this fight.

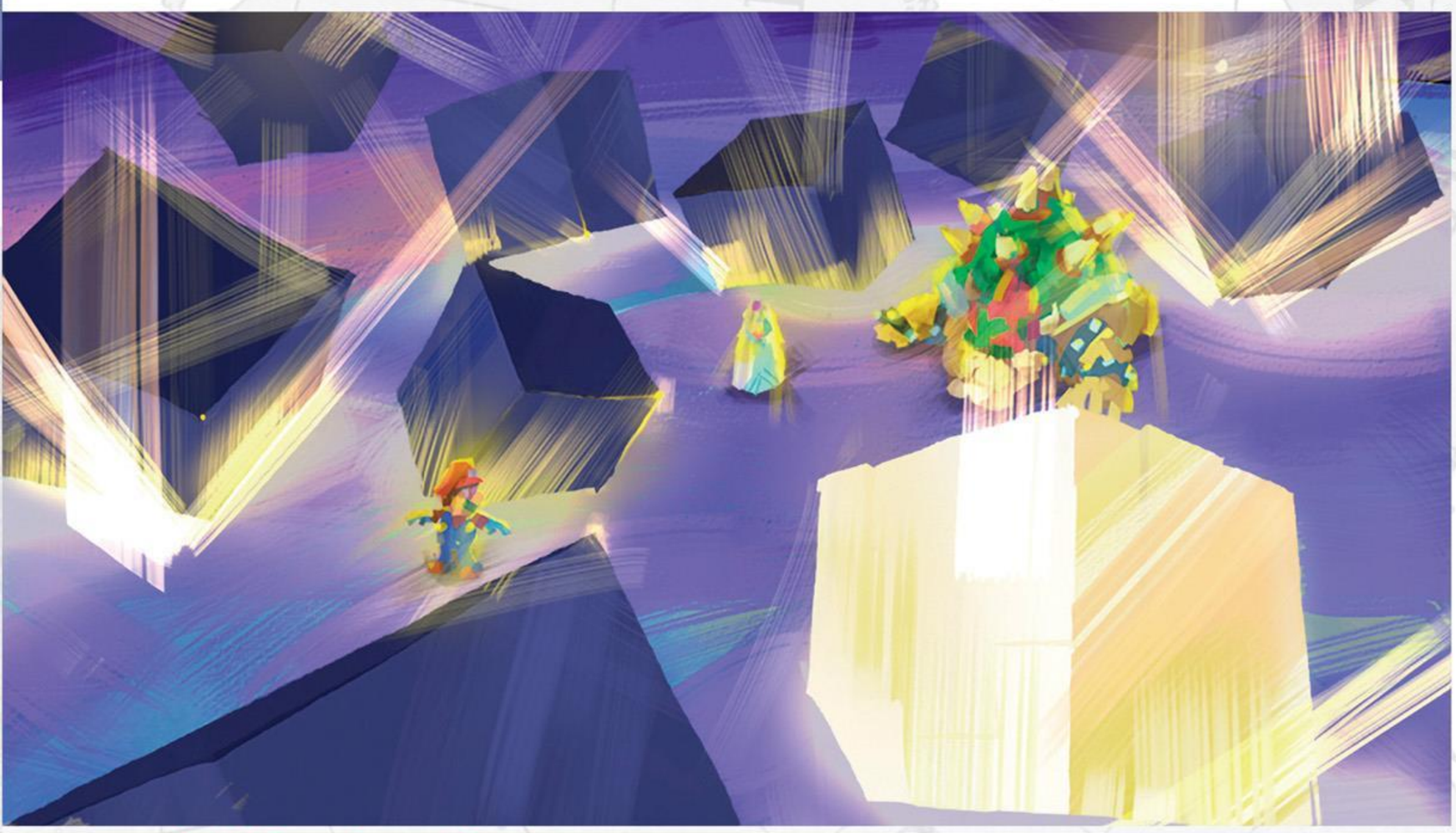
Concept Sketch

Lightning sparks from Moon Rock collisions.
Lots of Moon Rocks in the background.
Small cubes twirling distinctly.
Ominous cloud-like glow beneath, always moving.
Brick-like tiles reminiscent of Bowser's Castle. Barely visible on the mirrored surface.
Stage carved out of a clump of Moon Rock, with Moon Rock-style cracks here and there.
Aberrations in the area from excavating the moon's interior.
This looks too pink— let's make it more purple.

Battle Arena Concept Sketch



Bowser Battle Flow Rough Sketches



Mario's Victory Concept Sketch

STORY

The Final Fight to Protect Peach!

Bowser faces off against his uninvited guest in an arena below the wedding hall. The cunning king has powered up since the battle in Nimbus Arena and displays a wider variety of attacks. Still, he is no match for Mario and Cappy's combined abilities. With Peach safe and sound, this should be a happy ending, but . . . a final crisis is yet to come!

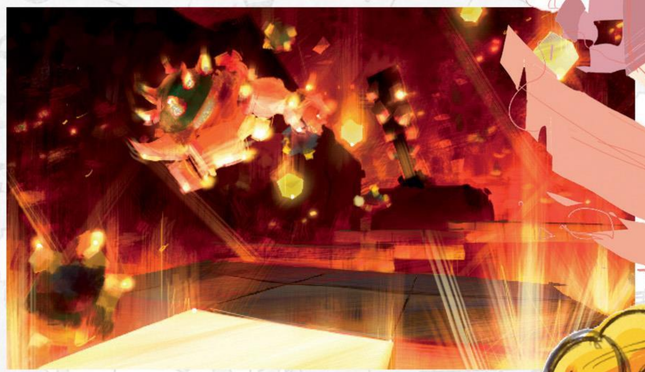
The final battle with Bowser begins beneath the hall. "It's time for you to make like a bouquet and get thrown out!"

Bowser fights with all his might, throwing dummy hats and breathing fire!

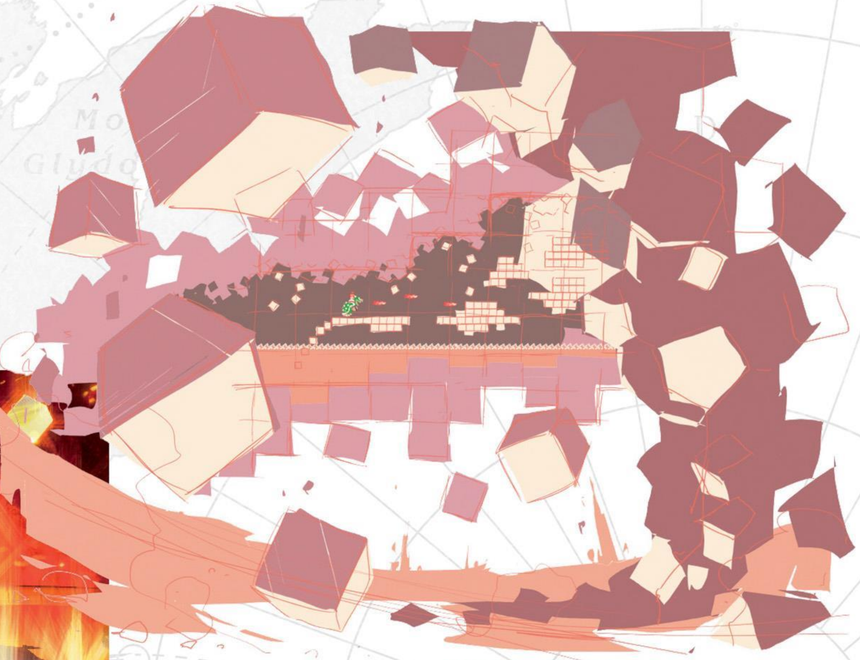
Bowser may be down for the count, but falling Moon Rocks destroy the ground beneath their feet, sending everyone tumbling into the caves below . . .

Destruction and Escape

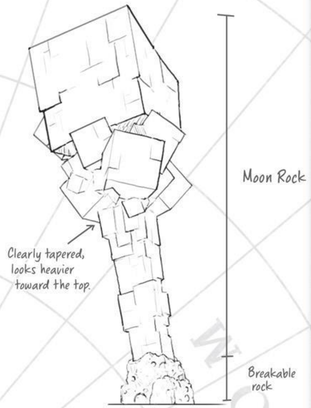
Capture Bowser to escape from the crumbling underground caverns of the Moon Kingdom.



Concept Sketch



2D Area Concept Sketch



Moon Rock Pillar Design

Captured Bowser Rough Sketch

Final Area Rough Sketch

Spark Pylon Capture Rough Sketch

Rough Sketch

DESIGNER'S NOTE

The climax's chaos required us to plan a tonal shift that would create a change in the player's mood. With the director's help, we closely examined the color palette that would accompany the changes in setting, assigning tones that would raise the stakes as players head toward the finale. The main characters' appearances change again during the climax—Capturing Bowser, showing his and Peach's 8-bit forms in the 2D area, and escaping via spark pylon. All of these moments were taken from past game prototypes or proposals.

Art Director Rikuto Yoshida

Each scene in the Moon Kingdom highlights a certain color: red in the collapsing cavern and gold in the final area. As a result, we needed to make distinctive feelings from each color shine through, so we created designs toward that end. We also gave special attention to levels of brightness: the lava-filled caverns are darker, whereas the final area shines brightly, as would be expected of the Moon Rock core. Through this brightness, we convey to the player how the Moon Rocks become more concentrated as they approach the center area. The downpour of spinning Moon Rocks gives the impression of a disco ball, with beams of light reflecting off their surfaces. Restricting the radiance of the Moon Rock core provides a contrast in brightness, and its angular design gives the area a special appeal when compared to the Moon Rocks placed randomly in the walls.

Field/Concept Artist Asami Inoue

STORY

A Final Fantastic Koopa King Capture!

Tons of Moon Rocks fall from overhead, destroying the final battle arena and plunging everyone into the underground caverns. It seems the moon's energy is running amok, causing a cave-in. Capture Bowser so everyone can escape together.

The gang's all here, stuck underground. Wield Bowser's impressive strength to break through to the surface!

Bowser destroys boulders with a single blow. Carve out a path and press on!

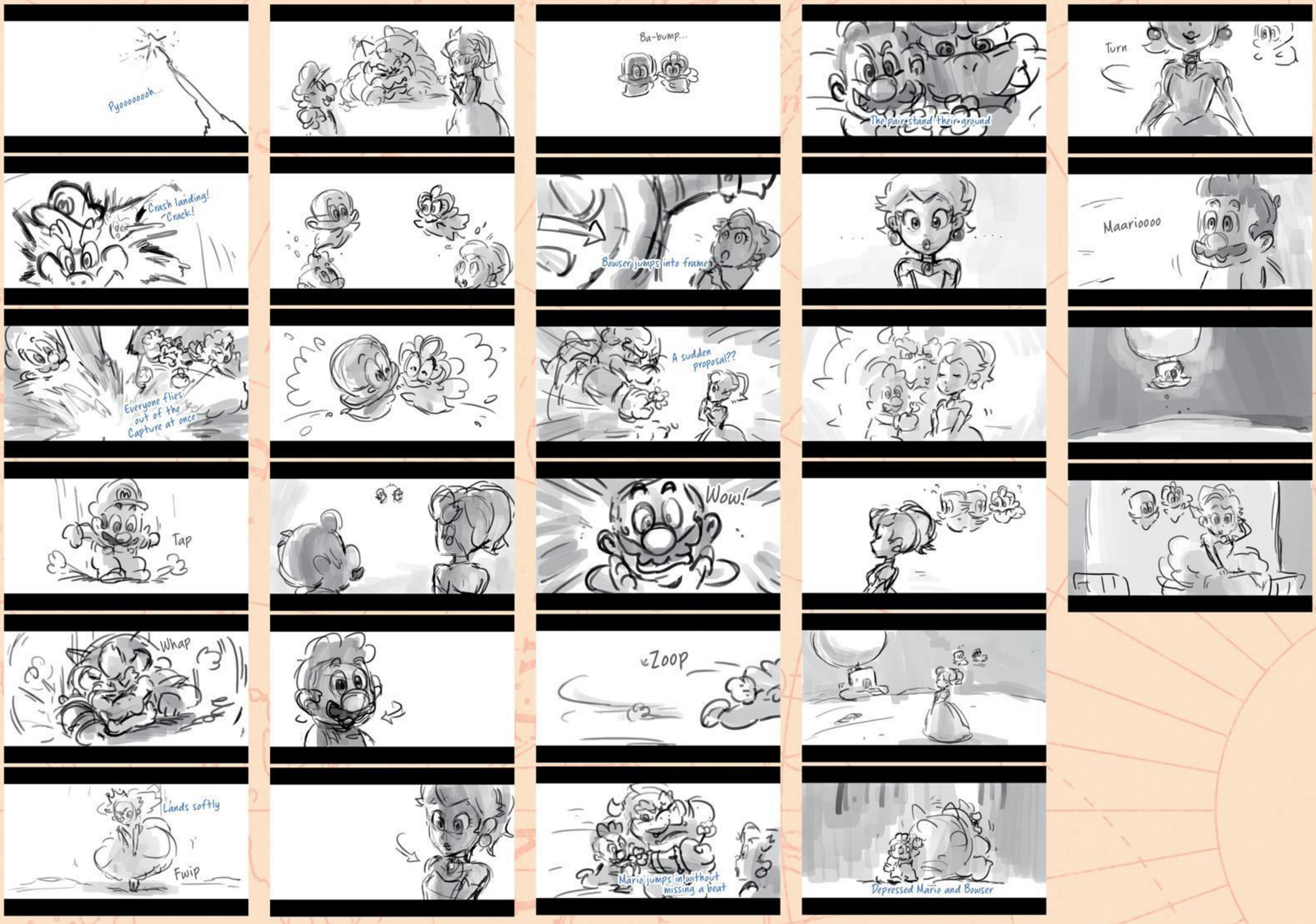
TIPS

A Cavernous Core of Moon Rock

Making their way through the underground caverns, the group end up at the moon's core. Destroy the pillar of Moon Rocks and escape before the floor falls out from under you!

Moon Rocks cover every surface in the lunar core. Use the giant spark pylon to escape!

Storyboards



The Story Ends

Mario and Peach, Cappy and Tiara . . . and even Bowser escape the crumbling lunar caverns. On the surface, Mario and Bowser demand that Peach choose one of them—and she refuses! Instead, everyone returns home, and Peach sets off on some solo excursions of her own.

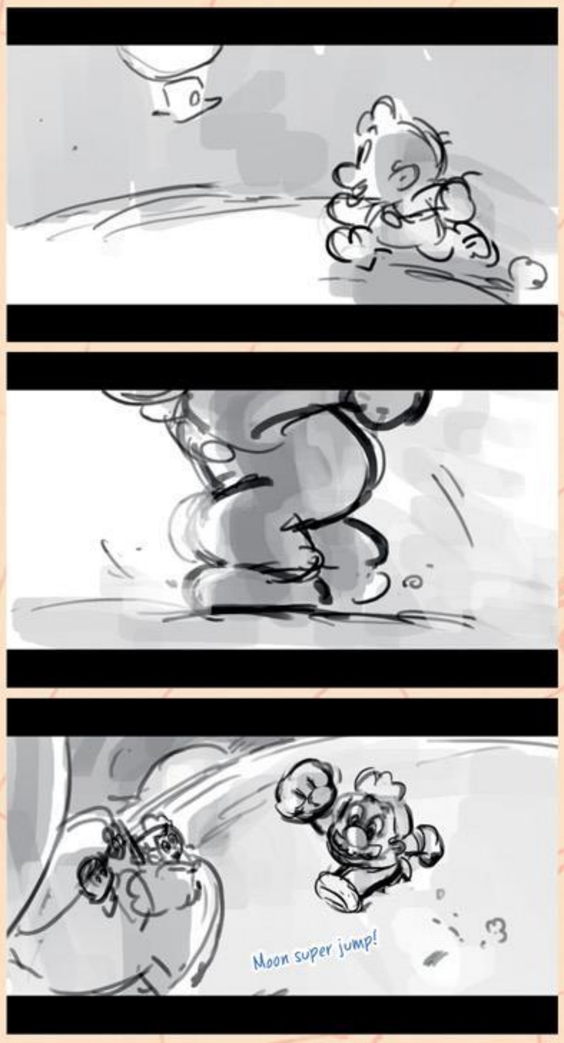
DESIGNER'S NOTE

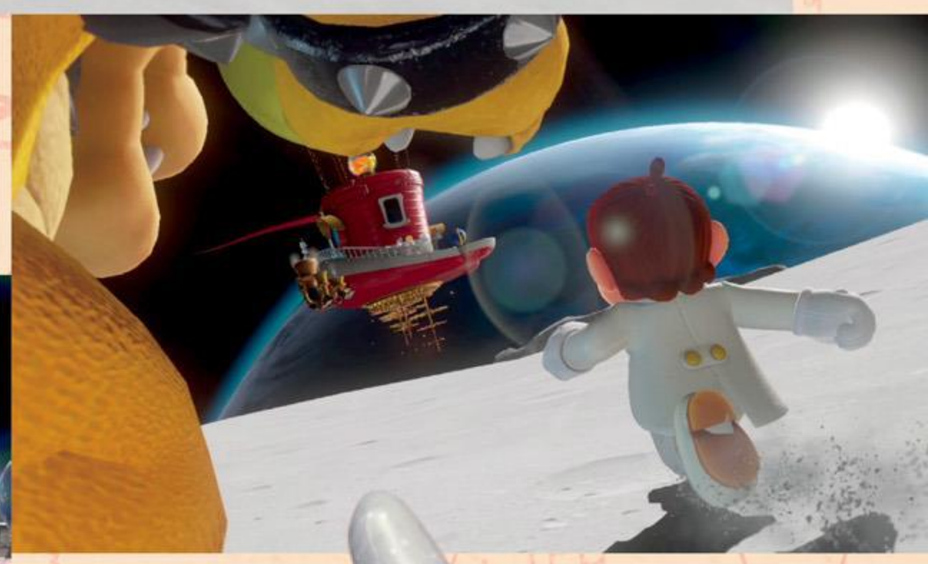
The ending of *Super Mario Odyssey* is the culmination of an adventure both magnificent and personal. An upbeat song plays in the background while the scene unfolds: the joy of being reunited with someone you've missed, the slight embarrassment that comes with thinking of the one you love, Mario and Bowser's open honesty, and Peach's independence. Through the theme of marriage—which had never been addressed in the series before—we see another side of Mario, Peach, and Bowser. The relationship between the three looks like it'll continue for years to come. The odyssey they've embarked on is far from over!

Director Kenta Motokura

I gave many cutscenes somber tones, but the ending is slightly different, putting the the three main characters' varying states of mind on comical display. The long-awaited scene offers a warmth and charm that suits the somewhat-anticipated outcome. The lighthearted cutscene gives a sense of the wonderful days to come after this great adventure!

Art Director Rikuto Yoshida





Thank you, Mario!

The Odyssey Continues . . .

A New Challenge after the Credits

With the princess and Tiara rescued, Mario and Cappy return to the Mushroom Kingdom. But according to the flustered Toads, Peach is once again nowhere to be found! It seems she packed her bags and went off somewhere on her own.

And the mysteries don't end there . . . Moon Rocks, the odd stones found in each kingdom, have begun to glow! Cappy asks, "Do you feel that? Like a whole bunch of energy concentrated together?" Mario approaches and unlocks one of the stones, scattering Power Moons trapped within!

This provides the pair with new Power Moons to discover, giving their latest journey a fun twist.

New changes appear in the cleared kingdoms, including more minigames to complete.

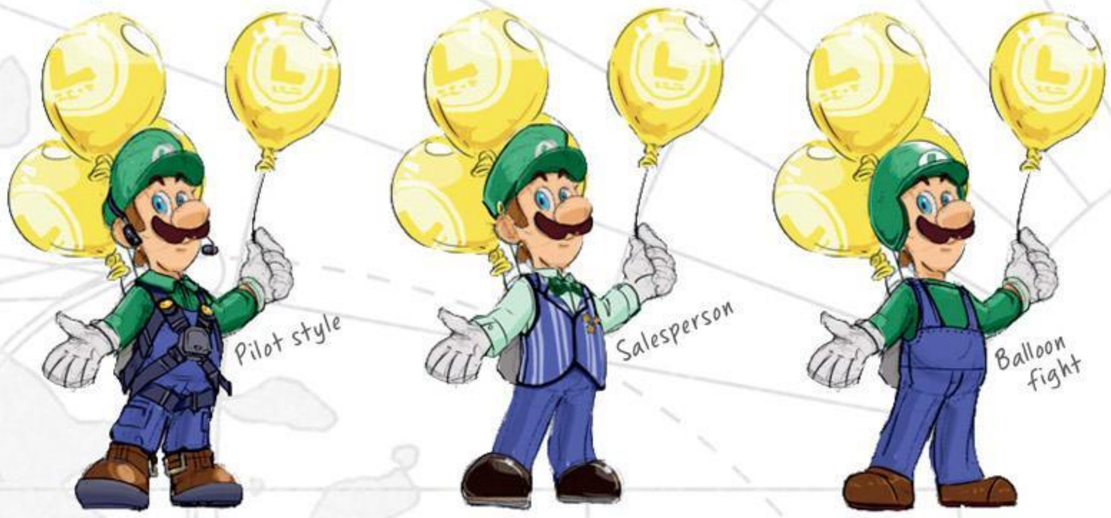
A new journey begins in the Mushroom Kingdom. It looks like Mario and Cappy's adventures are far from over!

Luigi

Mario's twin brother. He's the host of the Balloon World minigame.

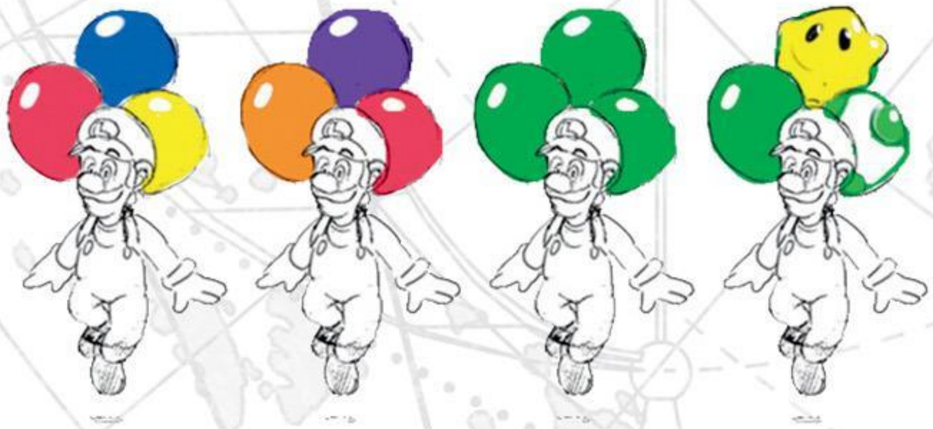
Rough Sketches

Design



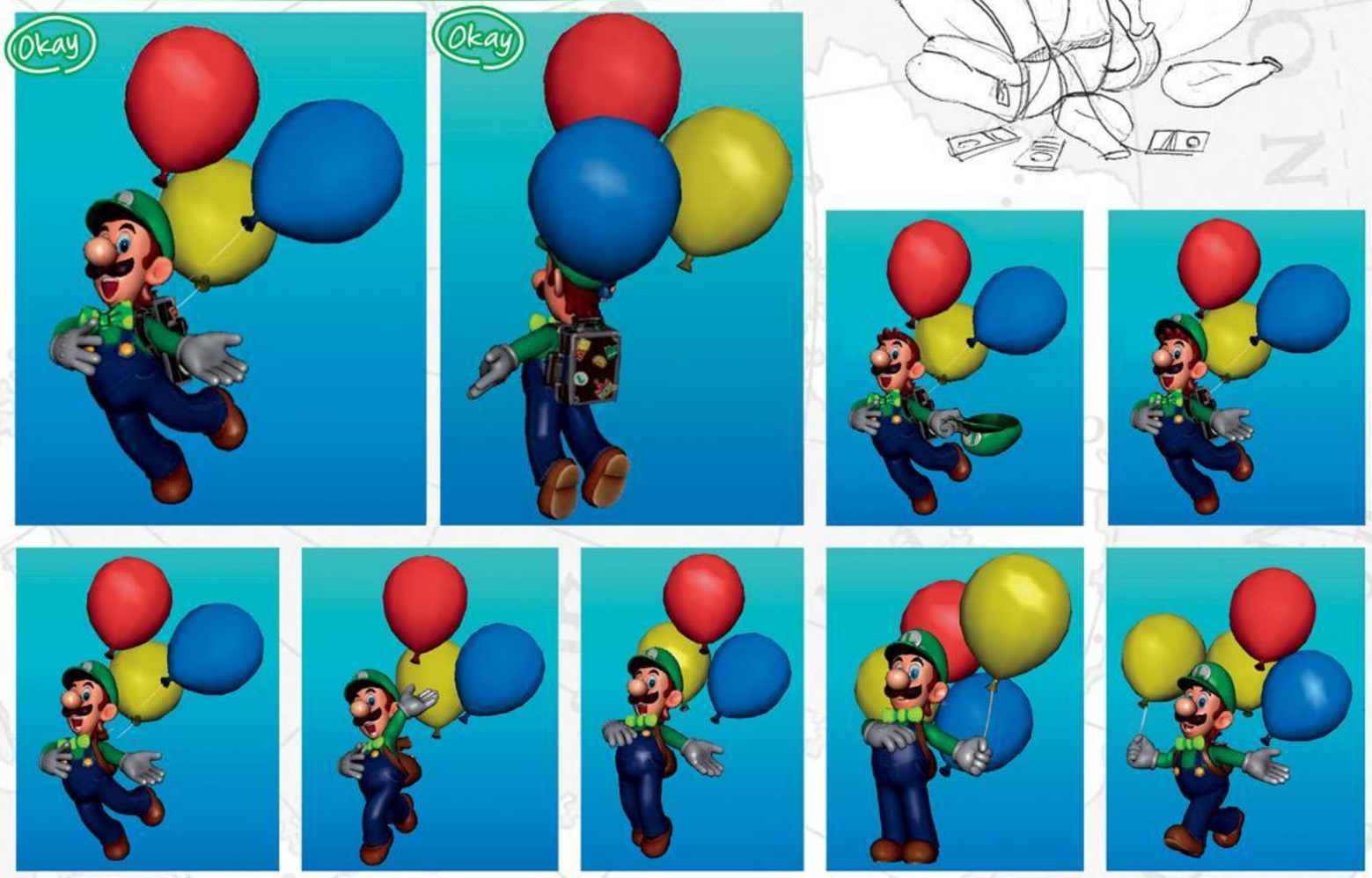
Parachute Helium gas tank Balloon pump

Extra stickers



Rough Sketches

Luigi Design — Pose Proposal



Pose Designs

DESIGNER'S NOTE

Luigi hosts the Balloon World minigame. We wanted players to feel welcome in this minigame, so we gave him a cheerful and casual attitude, like a performer passing out balloons on the street. We wanted to make it seem like he came directly from the Mushroom Kingdom, so in contrast to the sticker-laden *Odyssey*, his satchel sports only stickers from the Mushroom Kingdom. One of the stickers is actually out of circulation . . .

We considered a drastic costume change for Luigi at first, but we ultimately went for a simple look, since it would work well against the background of this game's world. I wonder . . . including the Luigi green, did you notice his balloons are the same colors as Super Famicom controller buttons? To the many fans who were looking forward to his appearance in the game, know that the designer in charge put a lot of effort into Luigi's development.

Character Art Lead Sho Murata

NOTES

Beautiful Hues in the Balloon Hunt

Balloon World is a minigame where players hide balloons throughout the kingdoms and challenge others to find them. The areas have a different look during this game, letting you see a fresh side of the kingdoms as you run around them.

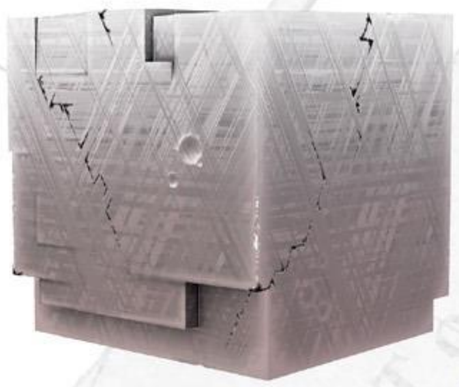
Dusk settles on Tostarena during Balloon World. The orange haze of the setting sun is truly exquisite.

TIPS

Raise Your Rank, Bolster Balloons

The balloons on Luigi's back multiply as you raise your rank. They increase to five in total, and reaching the maximum rank (fifty) turns them gold!

The number of balloons increases. Look closely; Luigi floats slightly off the ground.

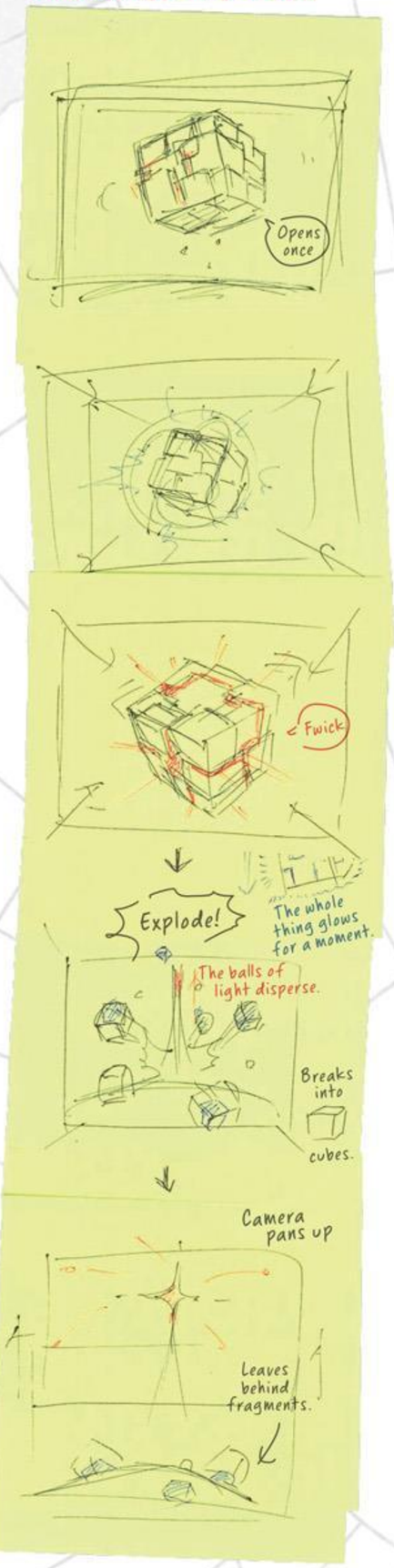


Moon Rock

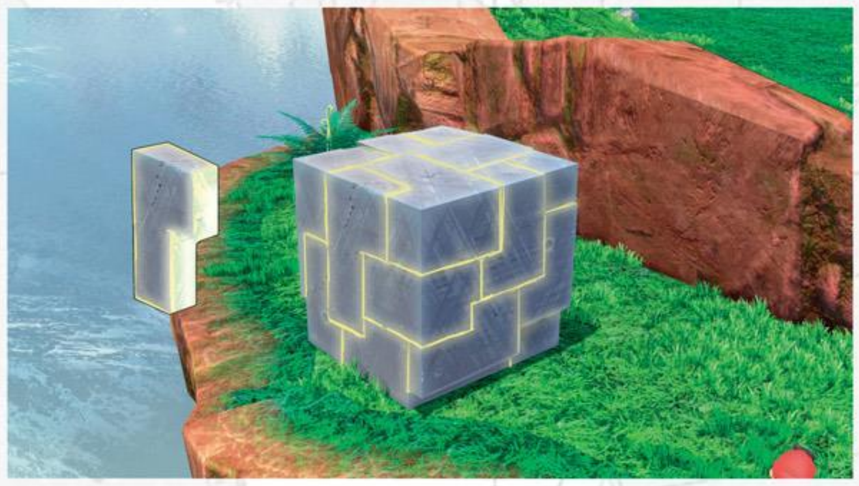
A rock of condensed energy. They can be unlocked after you beat the game, adding new Power Moons to the kingdoms.

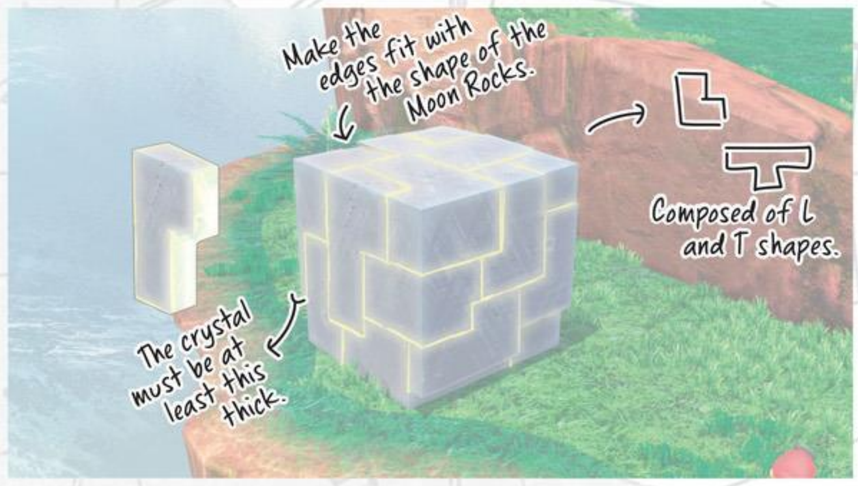
1 Edges are mostly clean and linear (broken here and there).
2 Metal with reflective mirrored surface and extra brightness.
3 Make the cracks small and thin to provide contrast.
4 We should add small holes.
5 Reduce and adjust the number of surface craters.

Unlocking Storyboard



Design





Moon Pipe

A pipe that appears when a Moon Rock is unlocked. Enter and head to the new area it connects to.

Silvery material, same as Moon Rock.

Moon Rocks inlaid into black base.

Jacket Designs

Logo is prominent

Characteristic decorations front and center

Desert scenery front and center

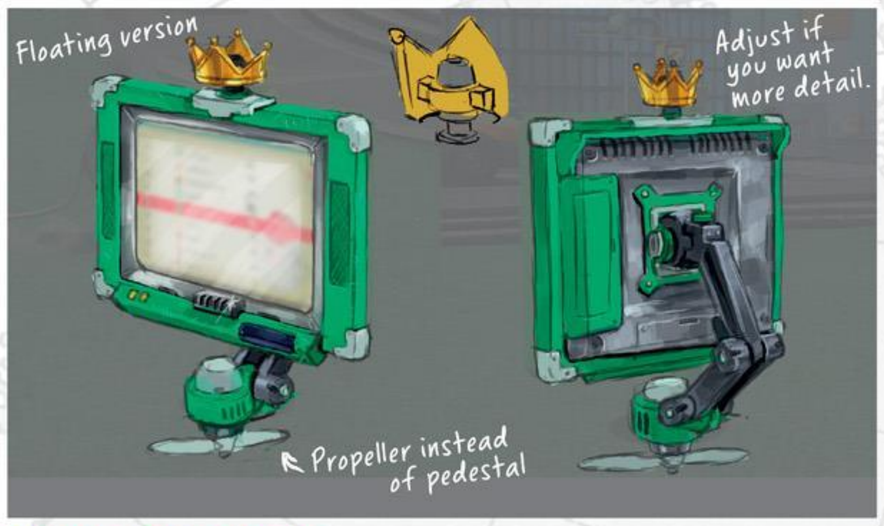
Music List

With this feature, you can listen to your favorite songs from the game while you play.

Koopa (Freerunning)

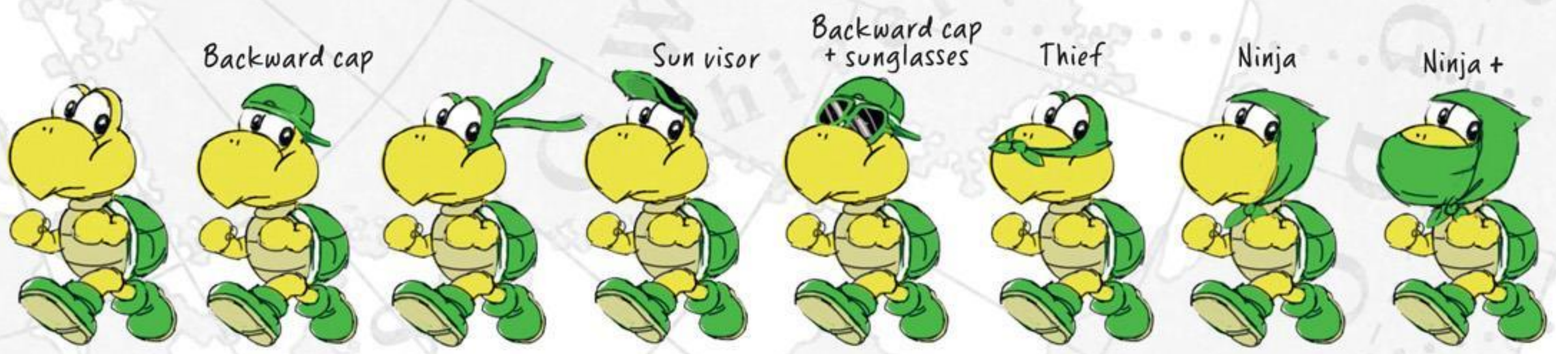
This Koopa challenges Mario to a race. Beating it once causes its friends to join in, all fleeter of foot than the first.

Sheds its shell and sprints off at the start! Or maybe it sheds its shell midrace for a quick boost!



Rankings Board Design

Rough Sketch



Designs

DESIGNER'S NOTE

As the name implies, Moon Rocks are minerals from the moon as well as the raw component of Power Moons. Mario doesn't know about them: did they form naturally, or were they created by some unknown hand?

We designed them as supernatural stones, steeped in mystery. They "awaken" after you beat the game once, so I hope players who stumbled on them earlier approached with curiosity and anticipation.

The material comes from outer space, so we added details on the rocks' surfaces to make them resemble meteorites. We tried adding faint craters to suggest they fell from the moon. These rocks look like interlacing cubes, like a chunk of pyrite (fool's gold). The sharp cross section is visually stunning, but if we didn't give them the proper polish they'd look like outdated CG models. The final shape came from many layered adjustments.

Character Art Lead Sho Murata

TIPS

Curious Cubes of Otherworldly Origin

Power Moons are energy sources necessary for Mario's journey. Moon Rocks come jam packed with them! How these rocks were created is yet to be established. They make up the interior of the moon, and some of them seem to have fallen to this planet.

Unlocking a Moon Rock causes a mass of Power Moons to rain down, increasing the total count in each kingdom.

A Moon Pipe appears after unlocking a Moon Rock. It is made of the same material as the rock it came from.

TIPS

Special Songs in the Music List

The Music List records songs heard on the journey, so the more Mario travels, the longer the list becomes. You can get new songs by correctly guessing the background music requested by certain Toads or by hitting boomboxes scattered throughout the kingdoms after beating the game.

Toads request songs in five of the kingdoms. Play the song they hint at from the Music List!

Mushroom Kingdom

Peach's Castle

DESIGNER'S NOTE

We felt the Mushroom Kingdom was the perfect place for players to go after the game's ending. At the beginning of the story, Mario is sent flying from this kingdom, then ends up in constant motion on the *Odyssey*. We felt this would be the best place for him to finally take a breather. Peach's Castle from *Super Mario 64*—a well-known visual—makes a comeback, giving players access to classic gameplay from the heyday of early 3D *Mario*.

Graphics and gameplay are updated and incorporate elements from previous titles in the series. We hope players recall the Nintendo 64–era Peach's Castle, reminding them of the twenty-year gap between that game and this new *Mario* experience.

Director Kenta Motokura

WORLD DATA

Population:	Middling	Currency:	64-esque
Size:	Widish	Industry:	Pipes, tourism
Locals:	Toads	Temperature:	Average 81°F

Players arrive in this kingdom after beating the game. Peach's Castle sits atop a verdant hill and is inhabited by the princess and Toads. The juicy fruits growing in this region are Yoshi's favorite food.

Power Moons 116

Regional Coins 100

Map

DESIGNER'S NOTE

For the Mushroom Kingdom, the ideas we settled on were completely different from our initial rough sketches. Still, we wanted to create a peaceful and relaxing place that feels familiar for Mario to return to after his long journey.

The image of Peach's Castle sitting on the hill by the lake takes inspiration from *Super Mario 64*, and we designed the stage so this iconic building could be seen from any angle. From the same old trees with individual leaves to the more realistic mushrooms, this particular design could be achieved only in this game. Many more homages to Mario's history are hidden around the kingdom, so start hunting!

Art Director Rikuto Yoshida

I drew concept art that had a town at the foot of the castle hill, with Toads using Power Moons in their daily life. To distinguish this game from previous ones, I added detail and textures that could work only with this technology, all while maintaining a cheerful hometown atmosphere you'd feel grateful to return to.

A traveler from a different land has appeared in the sketch. The town didn't make the final cut, but even in early development we included locals from each kingdom who would come hang out after you beat the game.

Character/Concept Artist Akane Yoshida

Concept Art

Ideas and rough sketches made after the Mushroom Kingdom fell into place. Peach's Castle is a recurring central feature in these drawings.

STORY

A Lovely Land of Rolling Hills

Peach's Castle is the symbol of the Mushroom Kingdom. It stands in the center, presiding over all comings and goings in the realm. Toads keep watch despite the peace and quiet, ready to fend off attacks by a certain nasty king. Rare vegetation can be found all over this lush green kingdom, including its namesake fungi, which react differently to stimuli depending on their size.

A small river runs through the gentle hills. Enemies are a rare sight in this peaceful kingdom.

Mushroom Pond lies in the southwest corner of the kingdom. Why not take a swim with the friendly Dorrie?

Princess Peach and Tiara have traveled to places unknown. They come back here once their trip is done.

NOTES

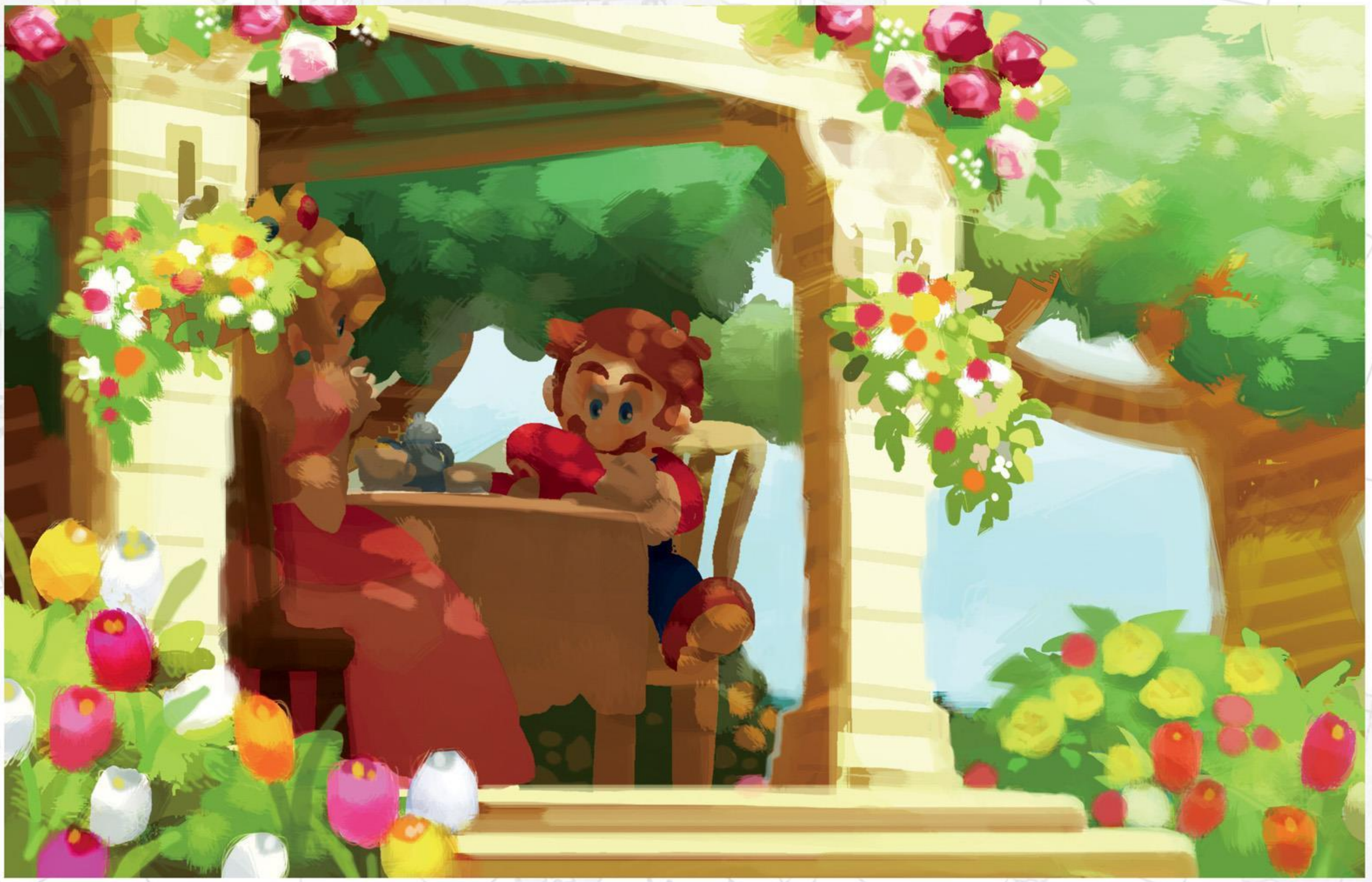
Hats are High Fashion in the Mushroom Kingdom

Hats are all the rage in the Mushroom Kingdom, with the local Toads wearing a wide variety of headgear. Apparently, they're all souvenirs from Peach's travels.

Toads wearing hats from around the world. They're a little . . . small for them, don't you think?

Preliminary Design

Preliminary Design



Concept Art

Fountain Designs

Peach's Castle Fountain Draft

Base composition
Water volume
rough sketch

Holes open sideways, water spurts out.

Straight Arced

Small
Medium
Large

Warped lip

Water droplets at points

Potted plant

These overlap, so they should look thin.

Made to look distinct from a flower bed.

Mushroom-shaped planter/decoration

small Mushroom

Mushroom

Mushroom pillar, sticks halfway into top plate.

How to add mushrooms

Looks like a toy when the whole thing is visible?

Crown motif

Simple

Stone detail

Faint gold lines

Peach's crown style

Water droplets

Mushroom

Too childish for the castle?

Mushroom

Normal

Vertical form

Raise the position of the plate for a unique pillar design

(Add water droplets or mushroom elements to the pillar)

Water droplets

Water droplets

Stone relief

TRIVIA

A Sentimental Style for the Power Moons

The Power Moons in the Mushroom Kingdom take on the shape of Power Stars. These items come from *Super Mario 64*, and their power protects the castle. The jingle that plays when you get one is from the N64 era. Having never seen the likes of them before, Cappy is startled by these "odd-shaped moons."

The same message as always appears, despite the star-shaped item. Only in the Mushroom Kingdom!

Wearing the Mario 64 Cap and Suit available in this kingdom gives Mario a nostalgic look . . .

Engraved with star shapes, the regional coins in this area are inspired by the coins from *Super Mario 64*.

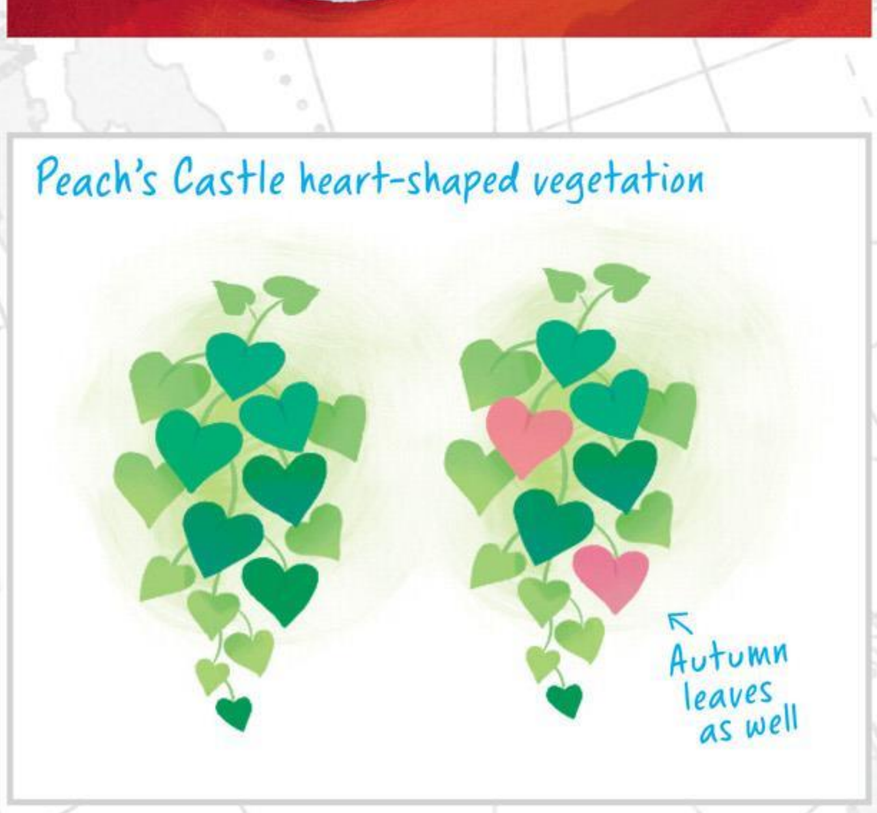
NOTES

The Tail Tree's Triumphant Return

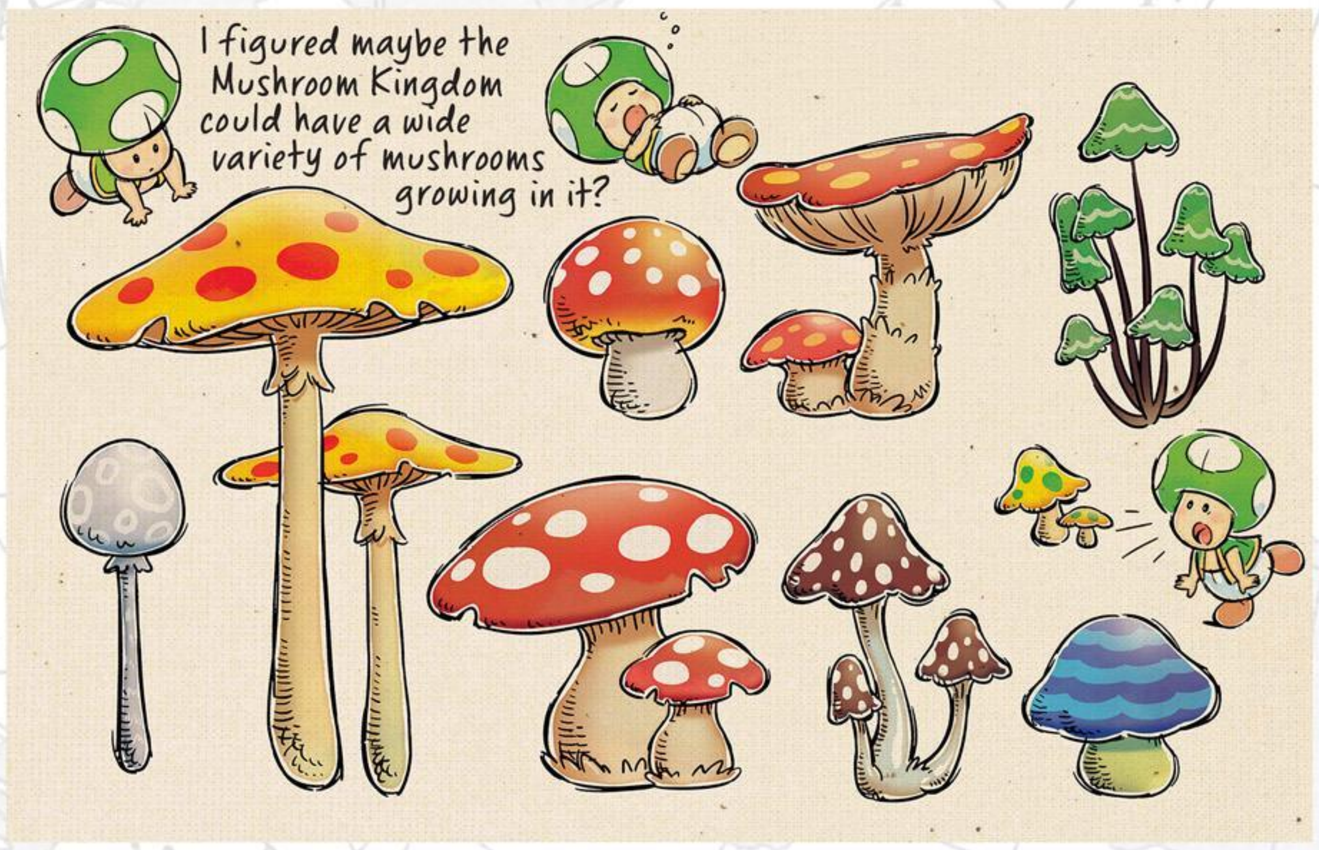
The tree with odd leaves and a tail-like branch is known as the Tail Tree. Only one of them exists in the Mushroom Kingdom, and it was previously seen in *Super Mario 3D Land*.

Unique leaves grow on this tree. Mario can even sit on the tail-shaped branch!

Preliminary Design

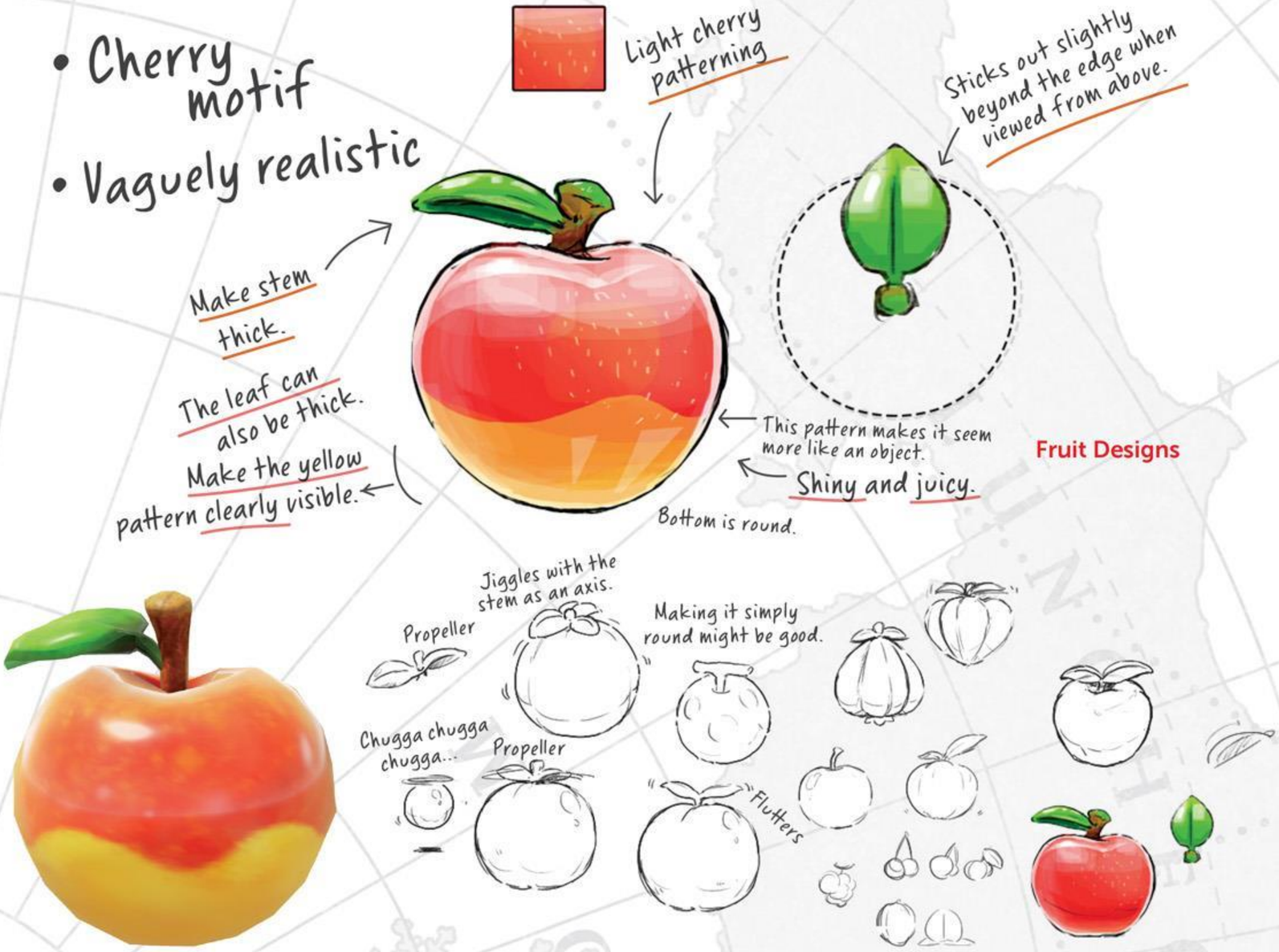


Plant Design

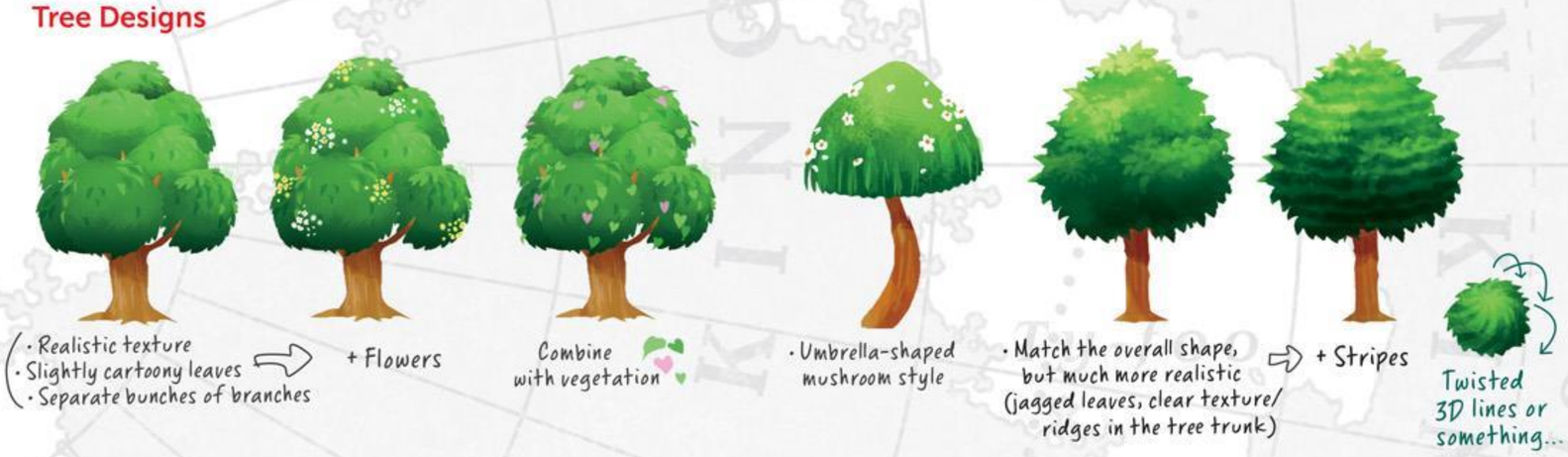


Mushroom Proposals

Fruit Designs


• Cherry motif
• Vaguely realistic
Light cherry patterning
Sticks out slightly beyond the edge when viewed from above.
Make stem thick.
The leaf can also be thick.
Make the yellow pattern clearly visible.
This pattern makes it seem more like an object.
Shiny and juicy.
Bottom is round.
Jiggles with the stem as an axis.
Propeller
Making it simply round might be good.
Chugga chugga chugga...
Propeller
Flutters

Tree Designs


• Realistic texture
• Slightly cartoony leaves
• Separate bunches of branches
+ Flowers
Combine with vegetation
• Umbrella-shaped mushroom style
• Match the overall shape, but much more realistic (jagged leaves, clear texture/ridges in the tree trunk)
+ Stripes
Twisted 3D lines or something...

Peach's Castle NPCs

May I try on this kingdom's traditional clothes?
• Backpacker from the Metro Kingdom (stands out among the Toads)
⇨ Contrasting appearance
• Wears regional clothes
• This is the Mushroom Kingdom, so the locals are mostly Toads.
• Their way of life revolves around Power Moons.
Use this 8-bit Toad for any NPCs in the 2D areas.
Maybe other NPCs in this 8-bit style...
Live in the nearby castle town?

Locals Proposal

NOTES

A Mushroom Menagerie

Mushrooms of all sizes grow in the kingdom. Each behaves differently when Mario interacts with it. The largest one acts as a trampoline. The forest in the south is covered in moist soil, making it a breeding ground for fungi as well as the mushroom-shaped Goombas.

The big mushrooms bounce like trampolines, while the small ones fly off when kicked.

Wild Goombas supposedly unaffiliated with Bowser's minions inhabit the woods. Their ecology remains a mystery...

TIPS

Tongue-Lashing Action with a Captured Yoshi

A familiar egg rests on the roof of Peach's Castle. Hatch it to reveal Yoshi—he can be Captured for some dino-mite fun! Eat enemies, stick to walls, and use his famous tongue to perform a variety of actions.

Devour foes with Yoshi's long tongue. The fruit growing around the kingdom is Yoshi's favorite snack.

Yoshi's Flutter Jump extends your air time, and his tongue lets you stick to walls.

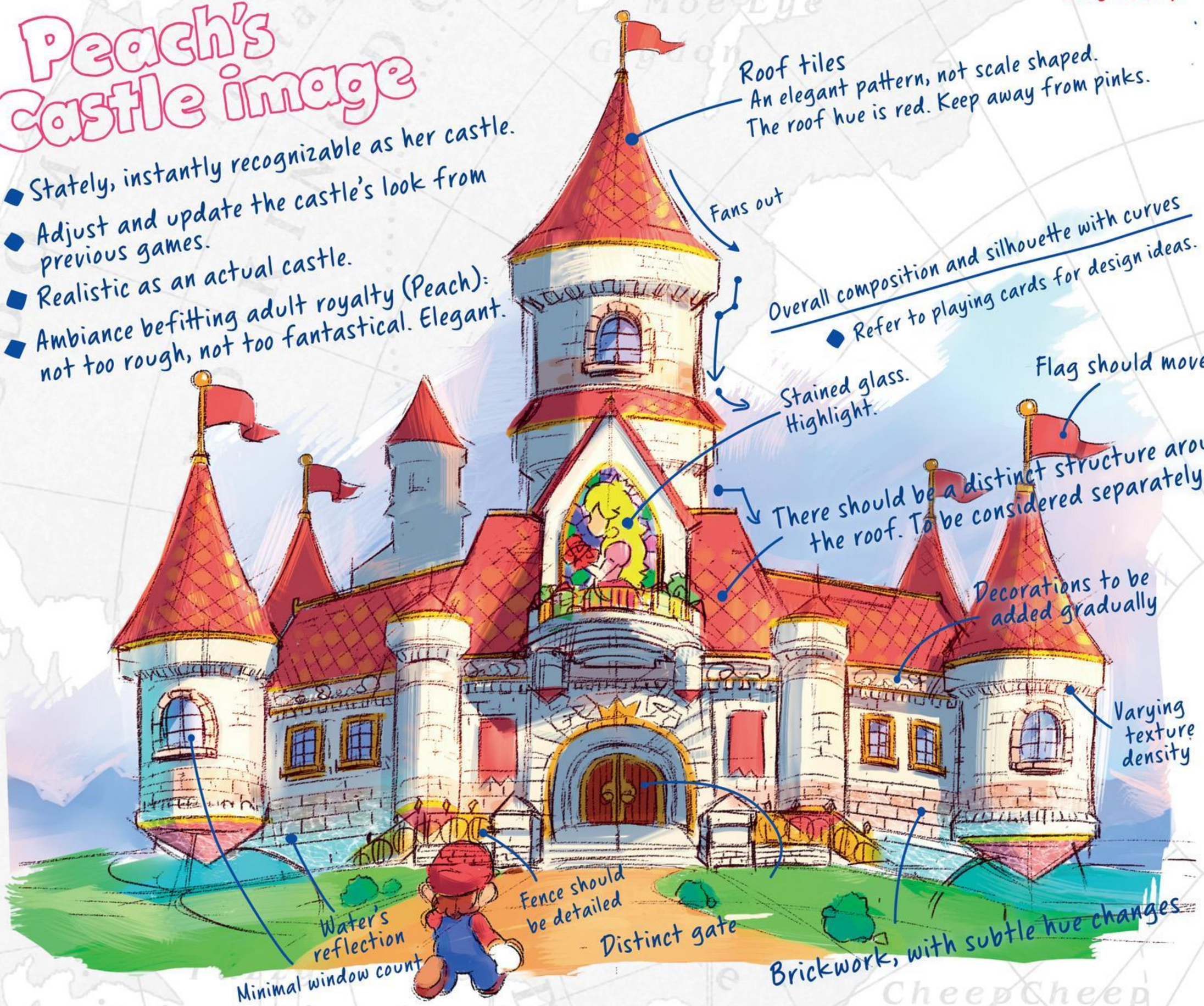
Peach's Castle

The castle at the center of the kingdom. The Toads and Toadette are hard at work inside.

Design Concept

Peach's Castle image

- Stately, instantly recognizable as her castle.
- Adjust and update the castle's look from previous games.
- Realistic as an actual castle.
- Ambiance befitting adult royalty (Peach): not too rough, not too fantastical. Elegant.


Roof tiles
An elegant pattern, not scale shaped.
The roof hue is red. Keep away from pinks.
Fans out
Overall composition and silhouette with curves
Refer to playing cards for design ideas.
Stained glass.
Highlight.
Flag should move.
There should be a distinct structure around the roof. To be considered separately.
Decorations to be added gradually
Varying texture density
Water's reflection
Minimal window count
Fence should be detailed
Distinct gate
Brickwork, with subtle hue changes

Vertical construction

Main tower + side towers

Castle walls + single island

Stairs on either side + polygon

Preliminary Designs

Roof Designs

Preliminary Design

Stained Glass Designs

Reversed profile close-up

Full body, facing front

Realistic, like a religious painting

Stained Glass Design

DESIGNER'S NOTE

Peach's Castle is the symbol of the Mushroom Kingdom, so we aimed for a design both new and familiar. Using the *Super Mario 64* castle as a starting point, we refined certain areas and upped the detail at every turn while maintaining the iconic, familiar design.

We enhanced its overall presence, adding an air of dignity that embodies authority and grace in its surfaces and curves. This rendition of Peach's Castle is probably the most impressive version of the design to date. The beautiful stained glass, heart-shaped leaves, and detailed decorations applied everywhere were all proposed by our talented staff. The castle interior received the same polish, but the room's original shape and aesthetic were reproduced as is.

Art Director Rikuto Yoshida

NOTES

A Peaceful Princess in Stained Glass

This stained glass was designed in the image of Princess Peach. The window is set on the castle balcony, providing the citizens with peace of mind. You can see it from the inside of the castle, too; the fleeting sunlight illuminates the silhouette of the princess.

They say it was made as a wish for Peach's safety during her many absences.

TIPS

Hats Off to the Intrepid Adventurers!

Collect 999 Power Moons and a giant hat appears on Peach's Castle! Throwing Mario's hat at it causes a fanfare and fireworks—a final salute to end your odyssey!

The hat-covered castle is an impressive sight. A pole is installed nearby so Mario can climb to the top.

TRIVIA

Riveting Rematches from Wacky Warp Holes

Warp tunnels can be found in towers scattered across the kingdom. The portraits show bosses fought in each kingdom and offer rematches when Mario jumps into the pictures. Each boss is stronger than before, so prepare before taking the plunge.

There are six warp tunnels in all. Some are found in towers, while others can be entered through pipes.

Peach's Castle Interior Concept Sketch

Peach's Castle Interior

Peach's Castle Interior Rough Sketches

TIPS

Toadette's Transcript of Adventurous Achievements

Toadette acts as a record keeper inside the castle, chronicling statistics from Mario's adventures around the world. Achieving any milestone recorded by Toadette nets you a Power Moon.

Toadette greets any completed record with a hearty handshake.

TRIVIA

The Globetrotting Toad Brigade

Headlamp on and pack on his back, Captain Toad searches the world for Power Moons. He'll give Mario a Power Moon if he runs into him, along with a cute anecdote explaining how he found it. The Toad Brigade he leads consists of five members, all of which can be found managing shops or investigating various lands.

Captain Toad's journey is full of many ups and downs. He often appears in hard-to-reach places in kingdoms across the world.

Hint Toad's insatiable curiosity leads him to investigate the Power Moons.

There's a Crazy Cap shop inside the brigade ship, selling both yellow- and purple-coin products.

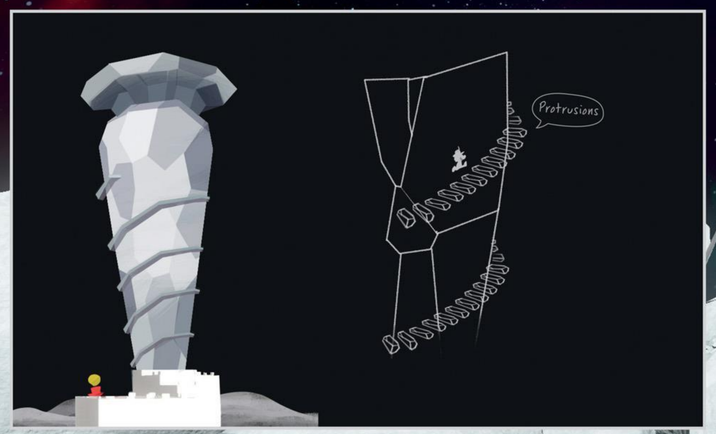
Dark Side

Rabbit Ridge

DESIGNER'S NOTE

Players can visit the Dark Side after collecting a large quantity of Power Moons. It acts as one of the goals after beating the game. This may be a very Japanese way of thinking, but we designed the gameplay around the idea that this was the home of the rabbit wedding planners, the Broodals. Enjoy new combat against old foes, with the weak gravity offering new ways to tackle each battle. The scarecrow door and Moon Pipe stages contain remixed courses with higher difficulties, acting as a challenge for players who've made it this far!

Director Kenta Motokura



Rabbit Ridge Tower Rough Sketch

WORLD DATA

Population:	Unknown	Currency:	Unknown
Size:	Unknown	Industry:	Wedding planning
Locals:	Rabbitish?	Temperature:	Unknown

Madame Broodal built this massive tower in the Moon Kingdom as the Broodals' home base. Mario can only travel this far after collecting 250 Power Moons.

Power Moons

26

Regional Coins

None

Map

Darker Side

Culmina Crater

DESIGNER'S NOTE

There's a place even harder to reach than the Dark Side, available only to players who collect an even greater number of Power Moons: the Darker Side. Locals from each kingdom come to cheer Mario on and Mayor Pauline gives a special live performance! What lies ahead is the most demanding course in the game, which requires everything you've learned on your adventure to complete.

This mission is so intense that many people give up. But with the heroic Mario and the stalwart Cappy (and perhaps the support of a second player), I'm sure you can make it through. The culmination of your experiences throughout the game and the relationships you've formed along the way are on display here, helping you reach your final goal.

Director Kenta Motokura

Rough Sketch

WORLD DATA

Population:	Unknown	Currency:	Unknown
Size:	Unknown	Industry:	Unknown
Locals:	Rabbitish?	Temperature:	Unknown

A massive crater in the Moon Kingdom. This grueling gauntlet awaits those who brave the far reaches of the game. Mario can travel this far only after collecting five hundred Power Moons.

Power Moons

3

Regional Coins

None

Map

chapter.3 EXTRAS

This section shows the ins and outs of various elements related to *Super Mario Odyssey*, including early development sketches!

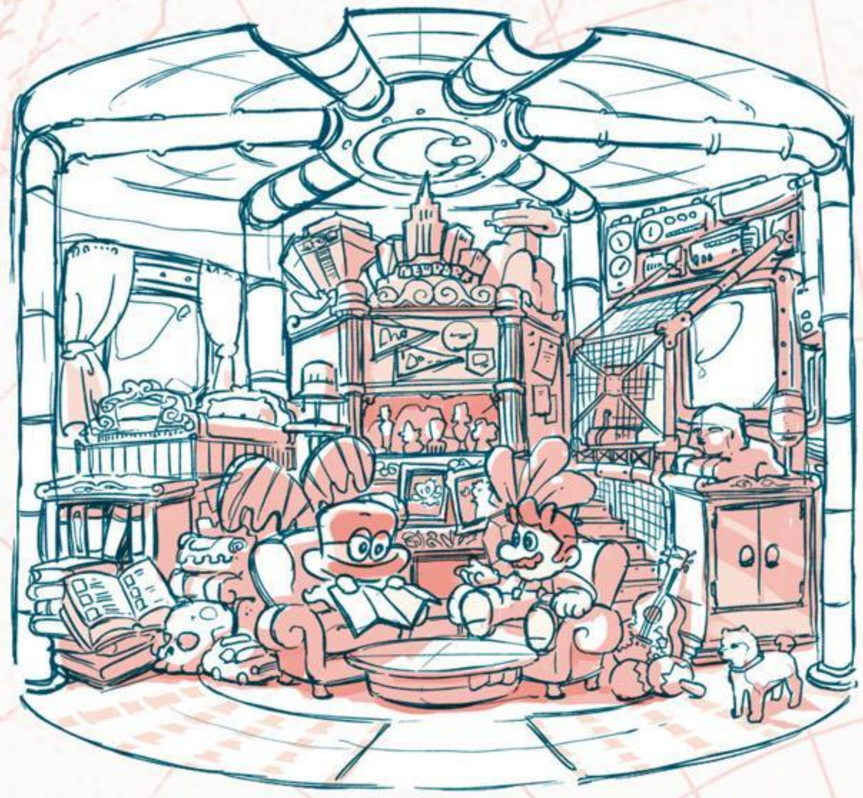
The *Odyssey*'s Souvenirs 320
Mario's Outfits 324
Peach's Travels 332
Making of the Key Art 336
Making of the Promotional Videos 340
Official Twitter Illustrations 344
Early Development Art 348
SPECIAL EXHIBITION An Odyssey across Mario's History p.358
Index 367

The *Odyssey*'s Souvenirs

Regional coins are needed to buy these special souvenirs sold in Crazy Cap stores across the globe. There are two types: figurines and stickers.

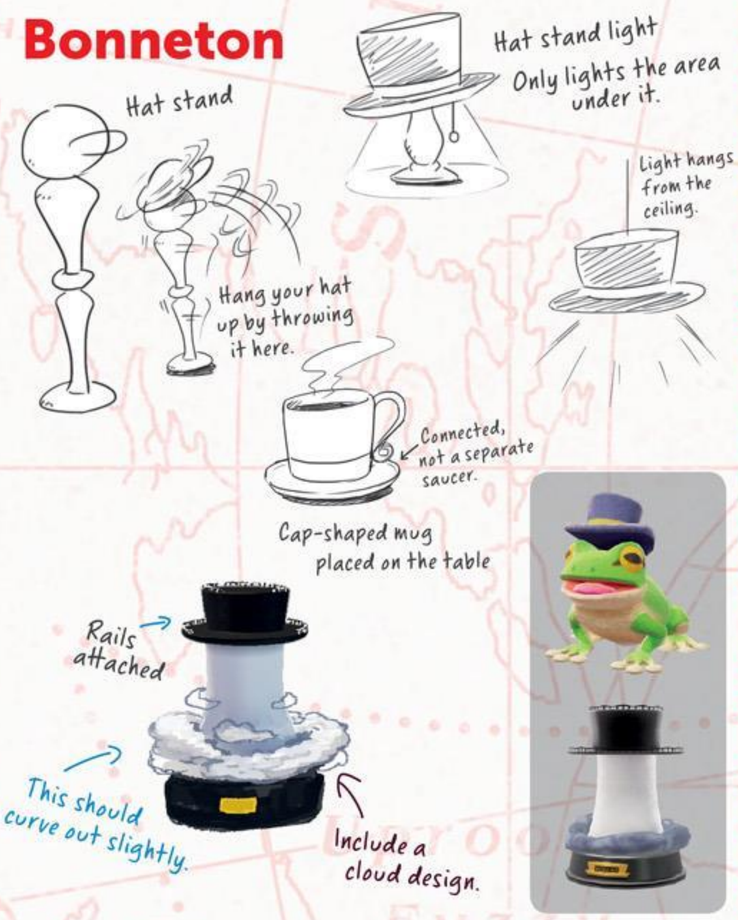
Regional Figurines

Figurines decorating the *Odyssey*'s interior room. They react in different ways when Mario interacts with them.



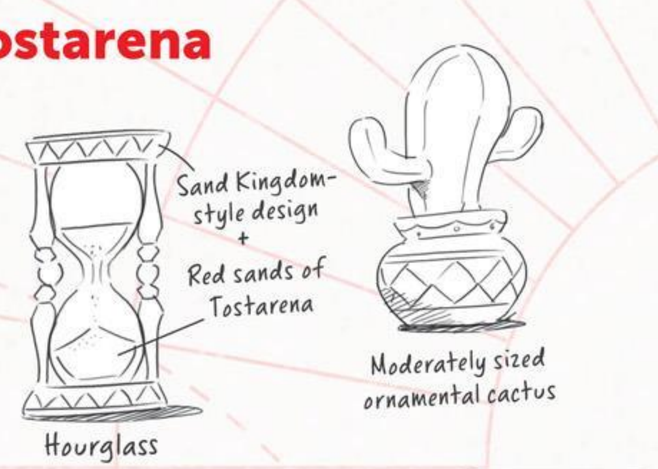
Souvenirs in the *Odyssey*

Bonneton


Hat stand
Hat stand light
Only lights the area under it.
Light hangs from the ceiling.
Hang your hat up by throwing it here.
Connected, not a separate saucer.
Cap-shaped mug placed on the table
Rails attached
This should curve out slightly.
Include a cloud design.

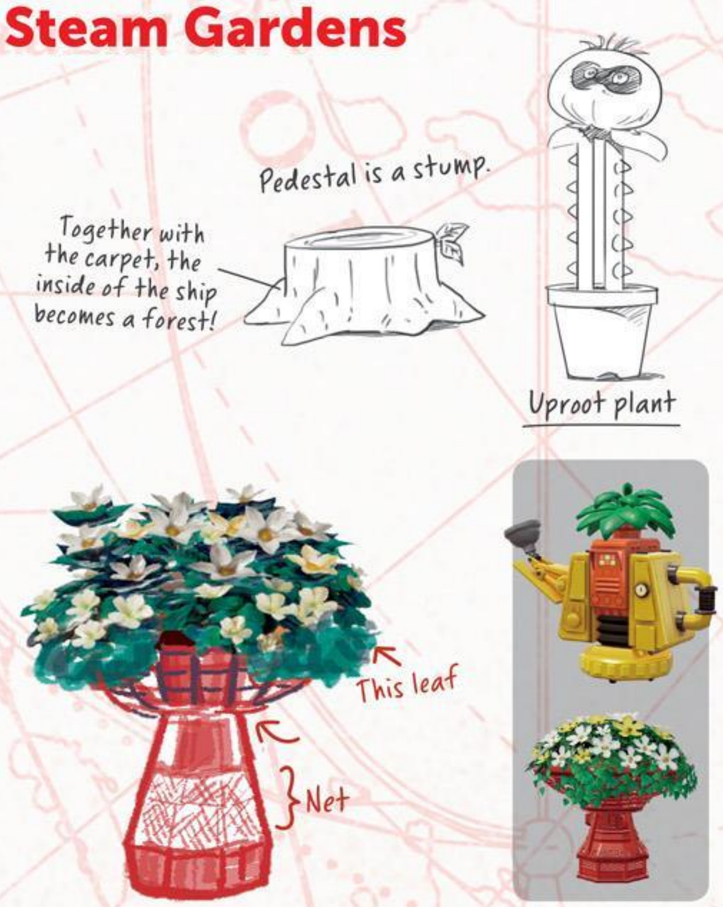
Fossil Falls

Tostarena

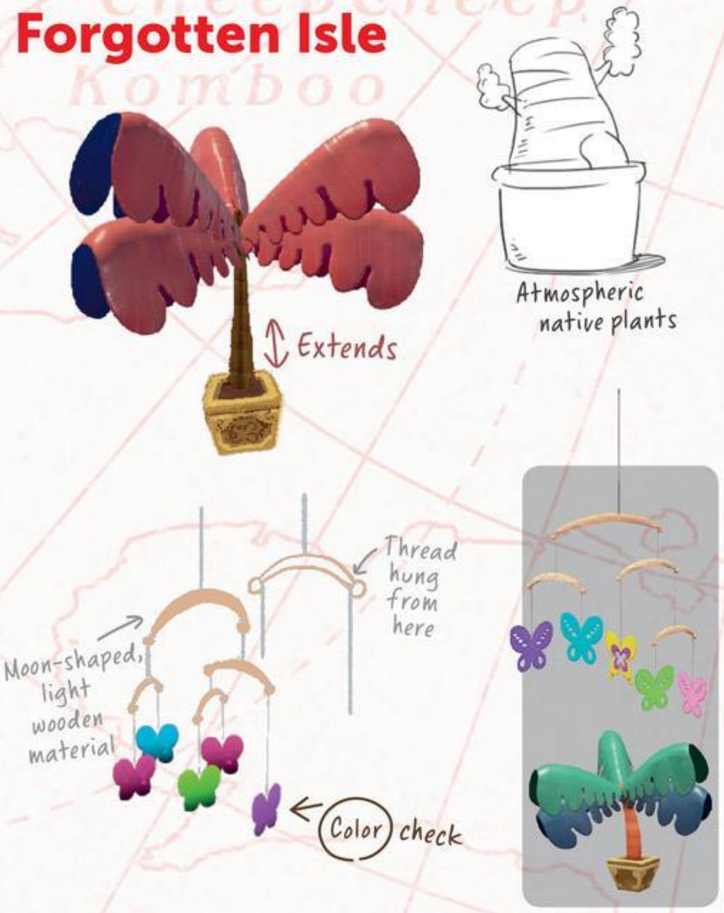


Lake Lamode

Steam Gardens


Lochlady music box
Pedestal is a stump.
Together with the carpet, the inside of the ship becomes a forest!
Uproot plant
This leaf
Net

Forgotten Isle



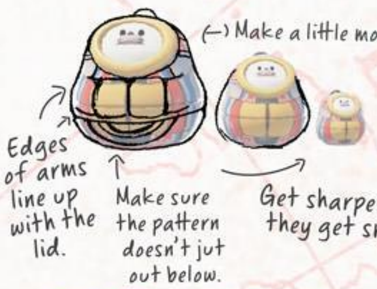
New Donk City

- Plastic vehicle model. Looks like a model box in the shop.

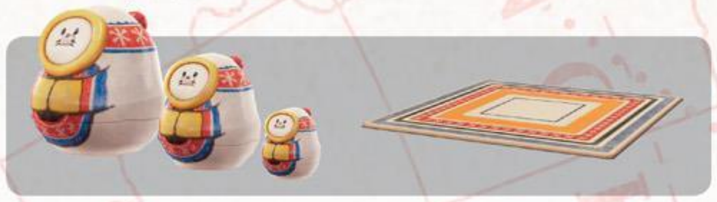
Shiveria

- Miniature tree

- Snow globe


(←) Make a little more space.
Edges of arms line up with the lid.
Make sure the pattern doesn't jut out below.
Get sharper as they get smaller

- Wreath



Bubblaine

- Goldfish bowl with a Cheep Cheep

- Pearl

- Beach chair

Mount Volbono

- Lava Bubble lamp (interior)

- Chef's hat

Bowser's Castle

- Rotating paper-covered lantern

- Wall-mounted mask

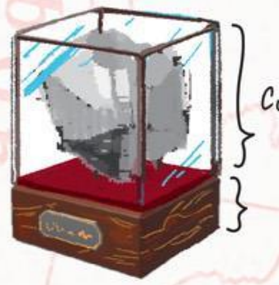
- Daruma

Honeylune Ridge

- Interior planetarium

- Luma figurine

- Starship Mario (Super Mario Galaxy 2)



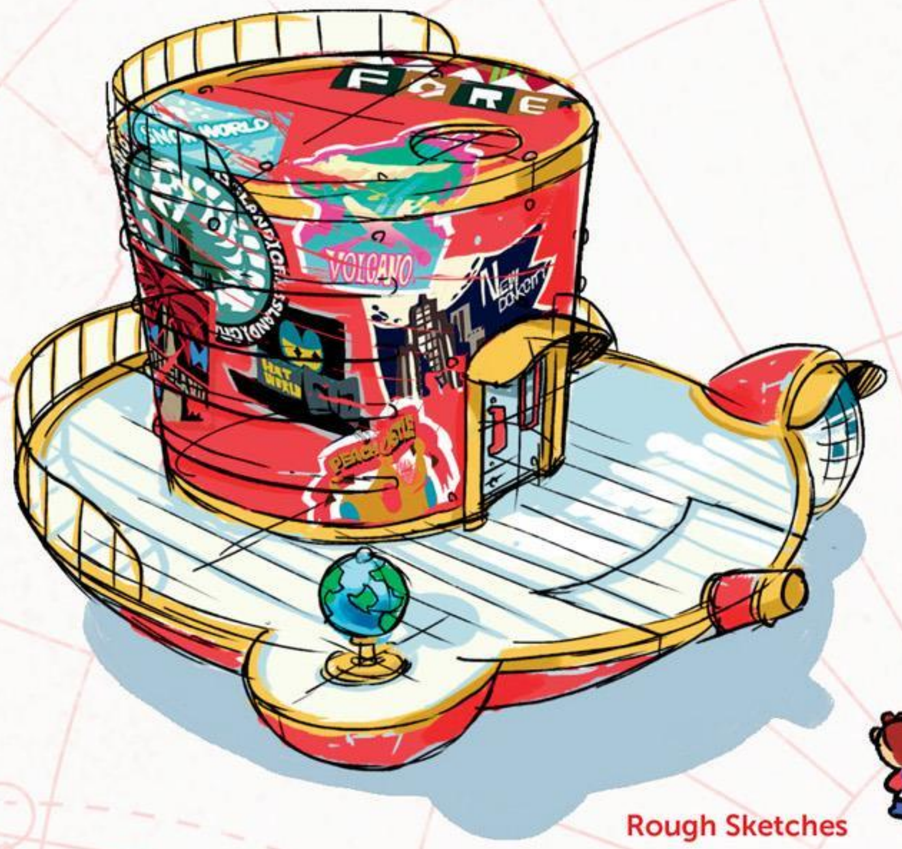
Peach's Castle

DESIGNER'S NOTE

These souvenirs are available at Crazy Cap stores throughout the game. We wanted to design a hodgepodge of objects that could fit into the limited space of the *Odyssey*. We collected a wide variety of motifs, producing an area that represents the unique characteristics of each kingdom. I particularly like the reactions of each souvenir when you jump on them or throw your cap. The objects themselves are displayed in Crazy Cap shops, so we referenced actual store counters to complete their looks. Development progressed without issue, and I enjoyed watching the *Odyssey*'s room transform into something much livelier than before.

Character Artitst Jumpei Yamashita

Can we add a bit of globetrotting flair by adding stickers when you visit each kingdom?



Rough Sketches

Exterior Stickers

Buy stickers and slap them on the outside of the *Odyssey* to change its appearance. There are different designs for each kingdom.

Rough Sketch

DESIGNER'S NOTE

You can buy stickers from each region's Crazy Cap store. We wanted to create the fun feeling of a traveling suitcase by having players affix them to the outside of the *Odyssey*. We emphasized the characteristics of each country's colors, design, and landscape to underscore the stickers' function as a memento of your travels. Symbolic motifs were incorporated into these designs, such as the Top-Hat Tower and moon from the Cap Kingdom and the Glass Tower from the Seaside Kingdom. We also considered which spots would look the best for each sticker and made sure the stickers would be evenly distributed when purchased in order of the worlds visited.

Character/Concept Artist Akane Yoshida

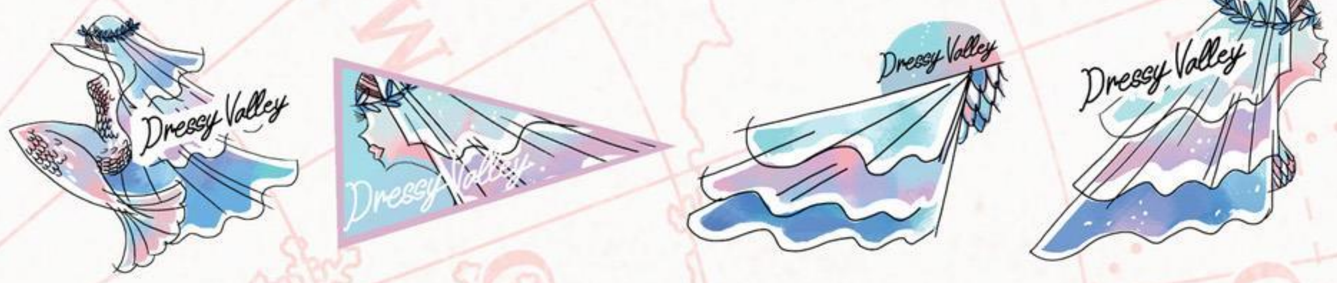
Kingdom Sticker Designs

Cap

Cascade

Wooded

Lake



Seaside

Luncheon

Bowser's

Metro

Mushroom

Mario's Outfits

Obtain these outfits through the Crazy Cap store, amiibo, and more. Each outfit has a separate hat and garment, which can be mixed and matched as you please.

Crazy Cap Uniform Designs

Sombrero and Poncho Designs

Poncho Draft 01
Like this
Add a pattern here.
Current size for the hat
White and red on this band.
This type of poncho.
No sleeves, sleeveless red shirt underneath. Short sleeves if it looks good.
Large pleats
Light blue denim
Show base color more earthy for the cowboy outfit.

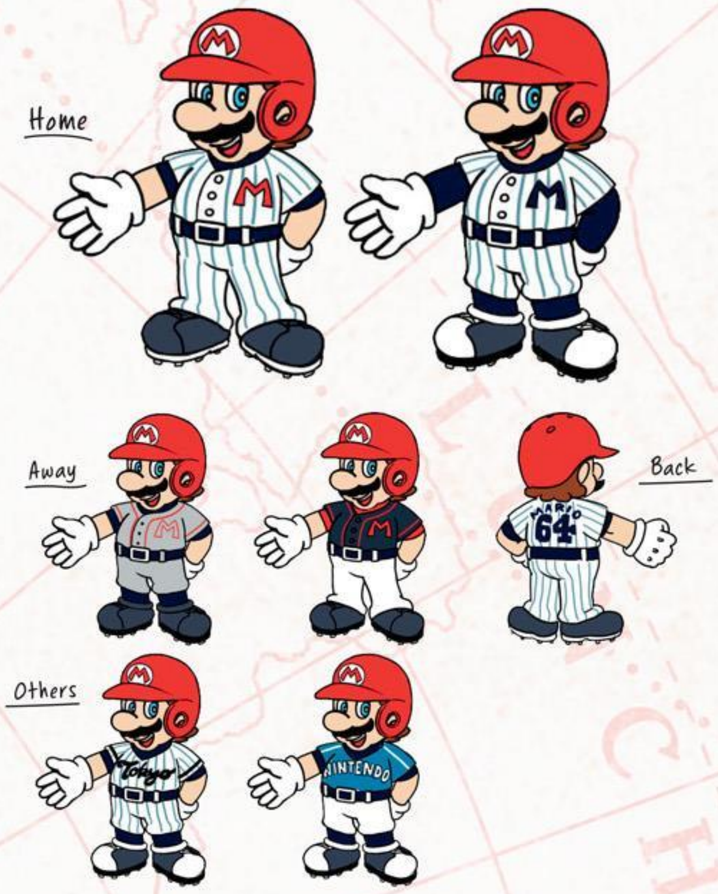
Employee Outfit
A collection of different ideas for this outfit.
Hat
Cap with a slightly longer brim.
Clothes
Variety goods shop staff + subculture influences. As a global developer he'd wear a necktie for once, but perhaps he can have his favorite badges all over or something...
Logo flashes in neon lights for the sake of advertisement.
This is worn by people from the Metro Kingdom, so add fine, realistic detail.
Yellow stitching on the apron
Dark pants to emphasize the other parts
Light-up sneakers for shoes. Insert LED lights.

Short in stature
Silhouette like a poncho, with billowing sleeves to prevent any interference.
Short sleeves to prevent interference.
No sleeve.
Black sombrero and mariachi clothes.

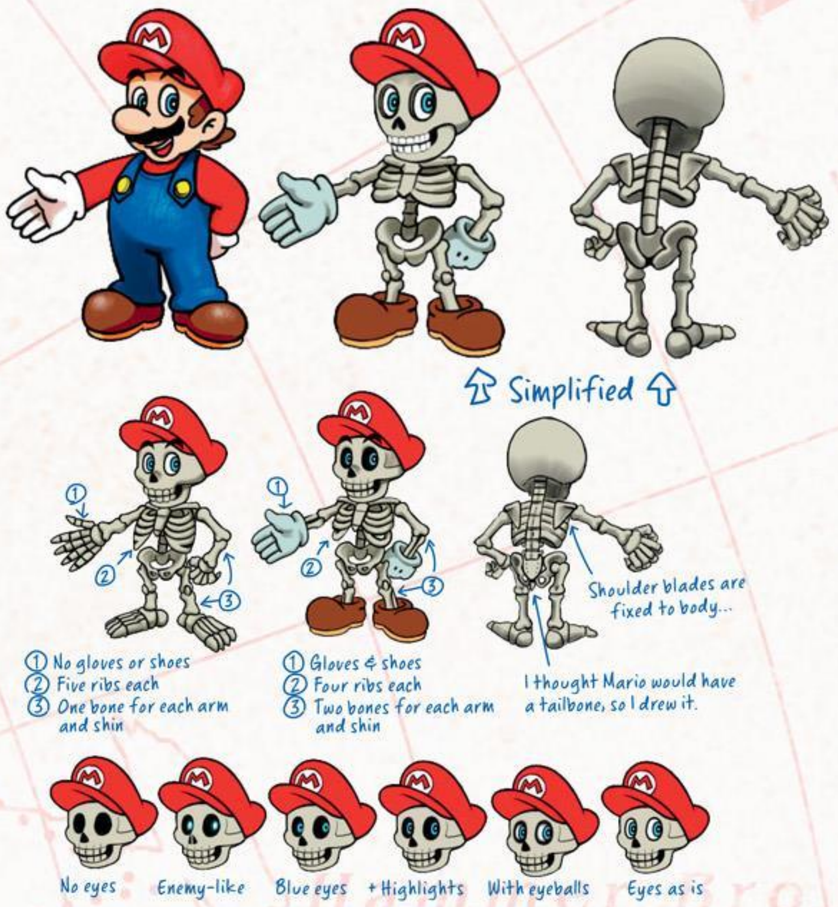
Employee Cap and Uniform Designs

Football Helmet and Uniform Designs

Batting Helmet and Baseball Uniform Designs



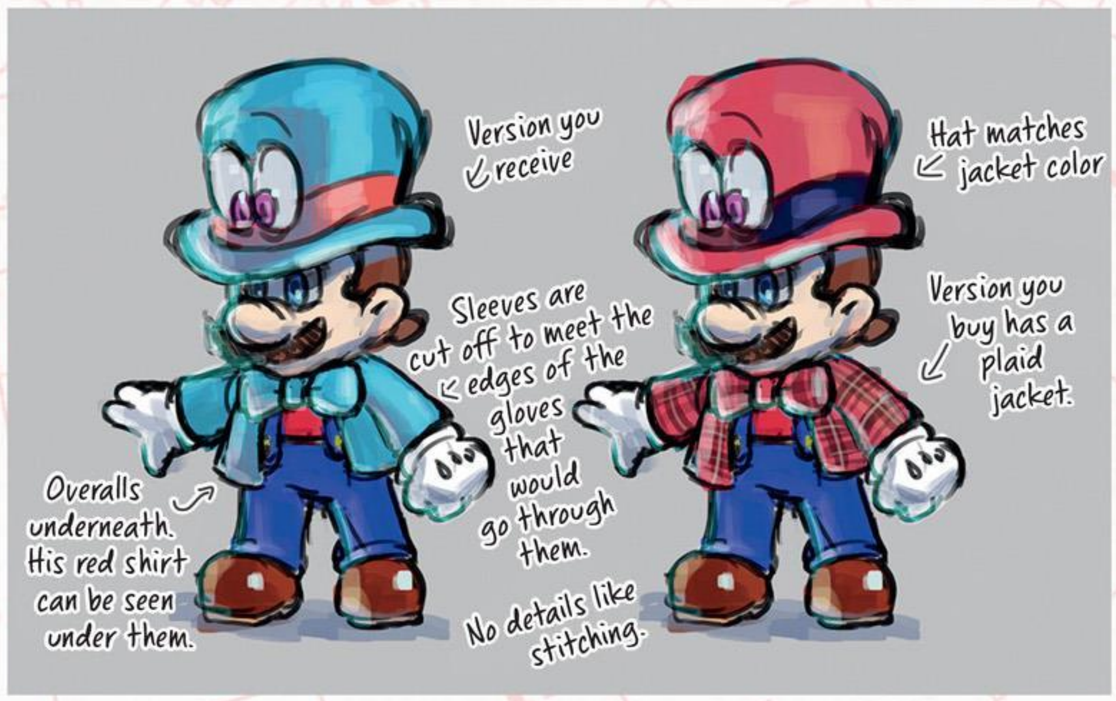
Skeleton Suit Designs


Simplified
1 No gloves or shoes
2 Five ribs each
3 One bone for each arm and shin
1 Gloves & shoes
2 Four ribs each
3 Two bones for each arm and shin
Shoulder blades are fixed to body...
I thought Mario would have a tailbone, so I drew it.
No eyes
Enemy-like
Blue eyes
+ Highlights
With eyeballs
Eyes as is

Bowser's Top Hat and Tuxedo Designs

Bridal Veil and Gown Designs

Top Hat and Tuxedo Designs


Version you receive
Hat matches jacket color
Sleeves are cut off to meet the edges of the gloves that would go through them.
Version you buy has a plaid jacket.
Overalls underneath. His red shirt can be seen under them.
No details like stitching.

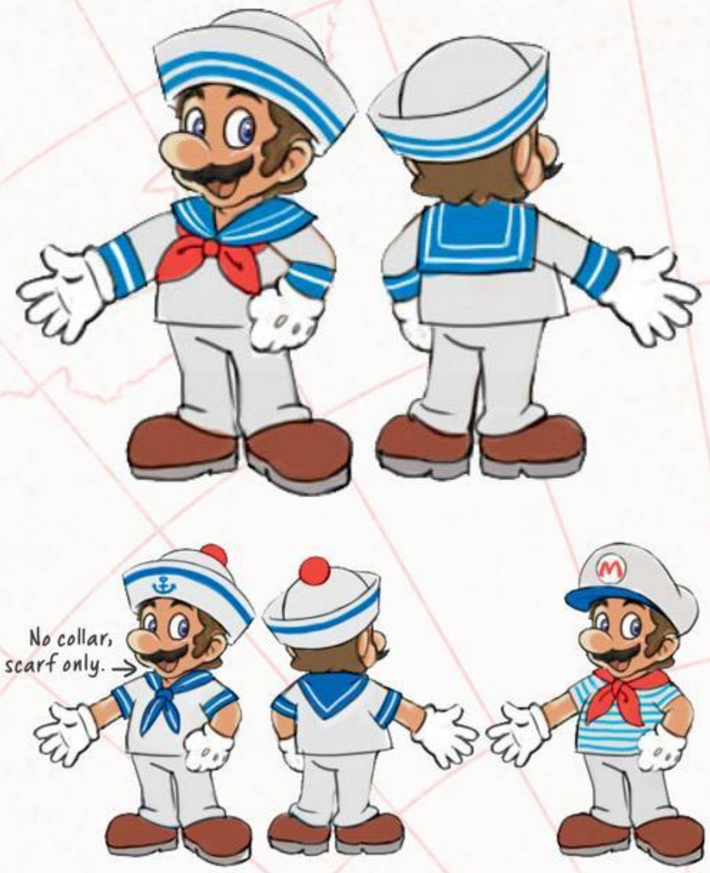
Captain's Hat Design

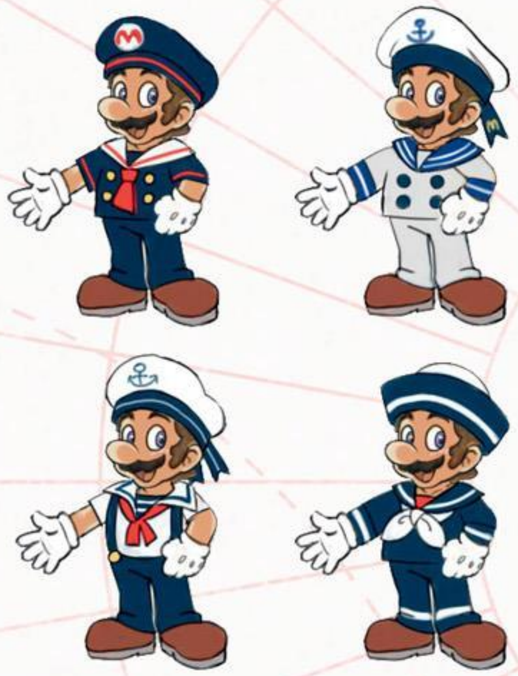
Boxer Shorts Designs

Resort Hat and Outfit Designs

Male hula outfit
A grass crown suitable for forest stages.
Would he look weird without gloves?
Iconic hula-style outfit
Flowers around the wrists instead of a lei.
Modern Hawaiian shirt
Not sure about the sandal design...
Showa-era Japanese tourist
Simple white shirt
Generic so it will match other hats
Maybe street clothes would work.

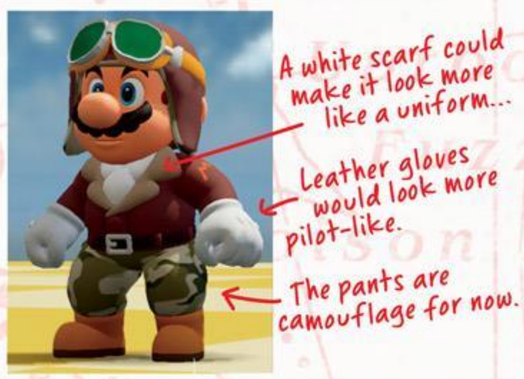
Sailor Hat and Suit Designs

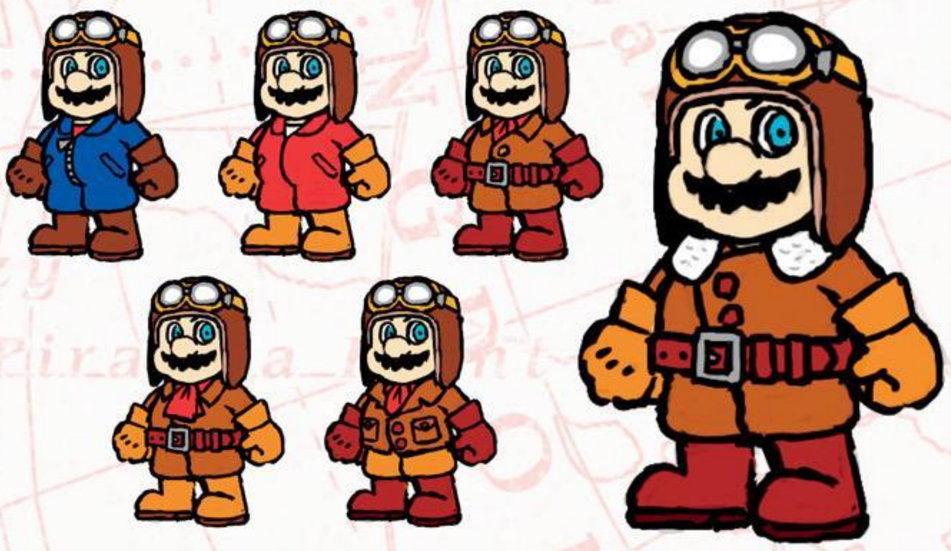




Clown Hat and Suit Designs

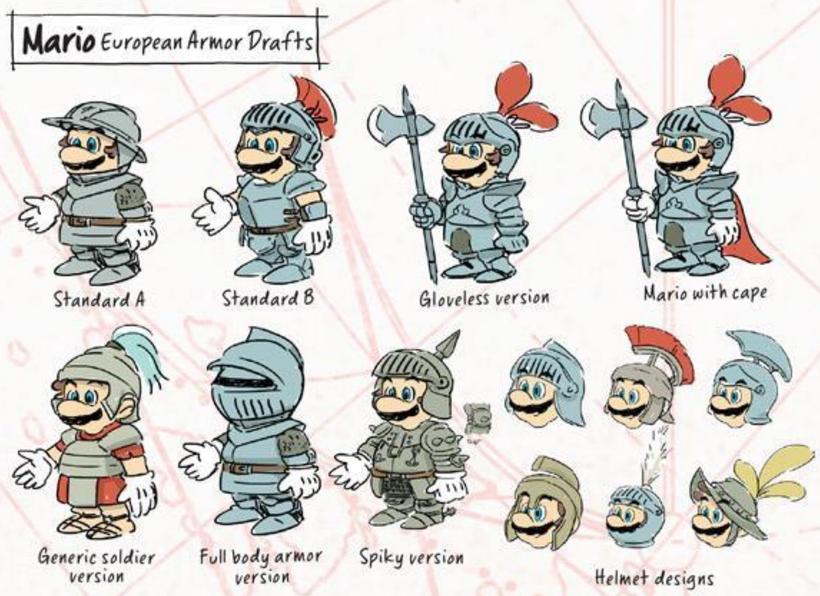
Aviator Cap and Outfit Designs


A white scarf could make it look more like a uniform...
Leather gloves would look more pilot-like.
The pants are camouflage for now.



Knight Helmet and Armor Designs

<idea A>

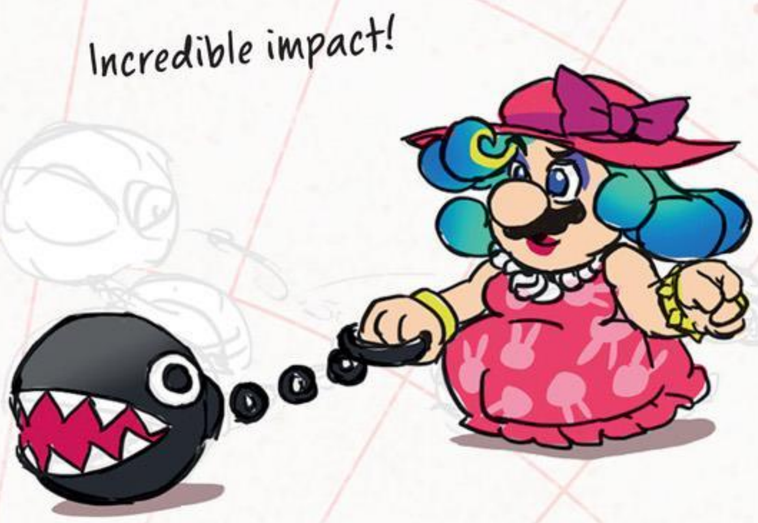


DESIGNER'S NOTE

We brainstormed Mario's outfits to capture the feeling of each kingdom, giving players another way to see the progression of their journey. These included outfits from Mario's past, as well as some whose motifs are recognizable at a glance. Since they require coins to purchase, we aimed for high-quality looks that players couldn't help but want to try. Headgear and clothes can be worn separately, so we had to make sure that every combination maintained a balance of texture quality. Consistency of detail and clipping checks during production were no easy feat. The designers' love for Mario is clearly visible in these efforts.

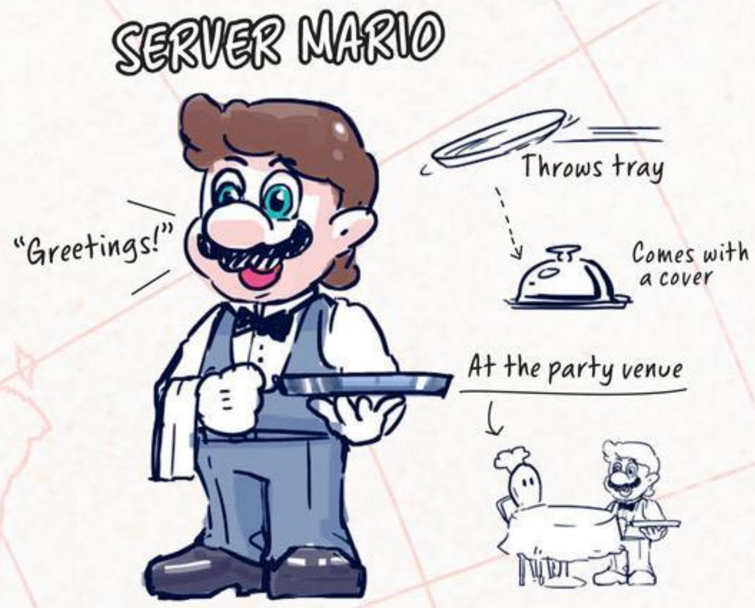
We tested a ton of outfits but had to abandon several that were either unsuitable for mixing and matching or that didn't fit the game progression. Can you imagine what sort of outfits we came up with?

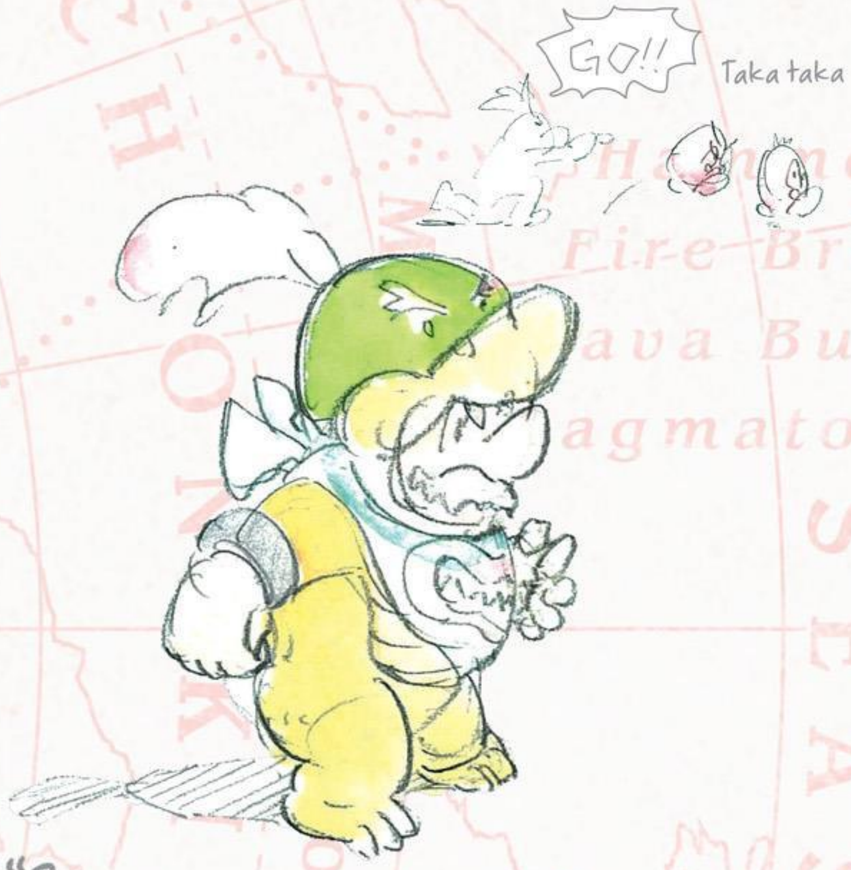
Character Art Lead Sho Murata



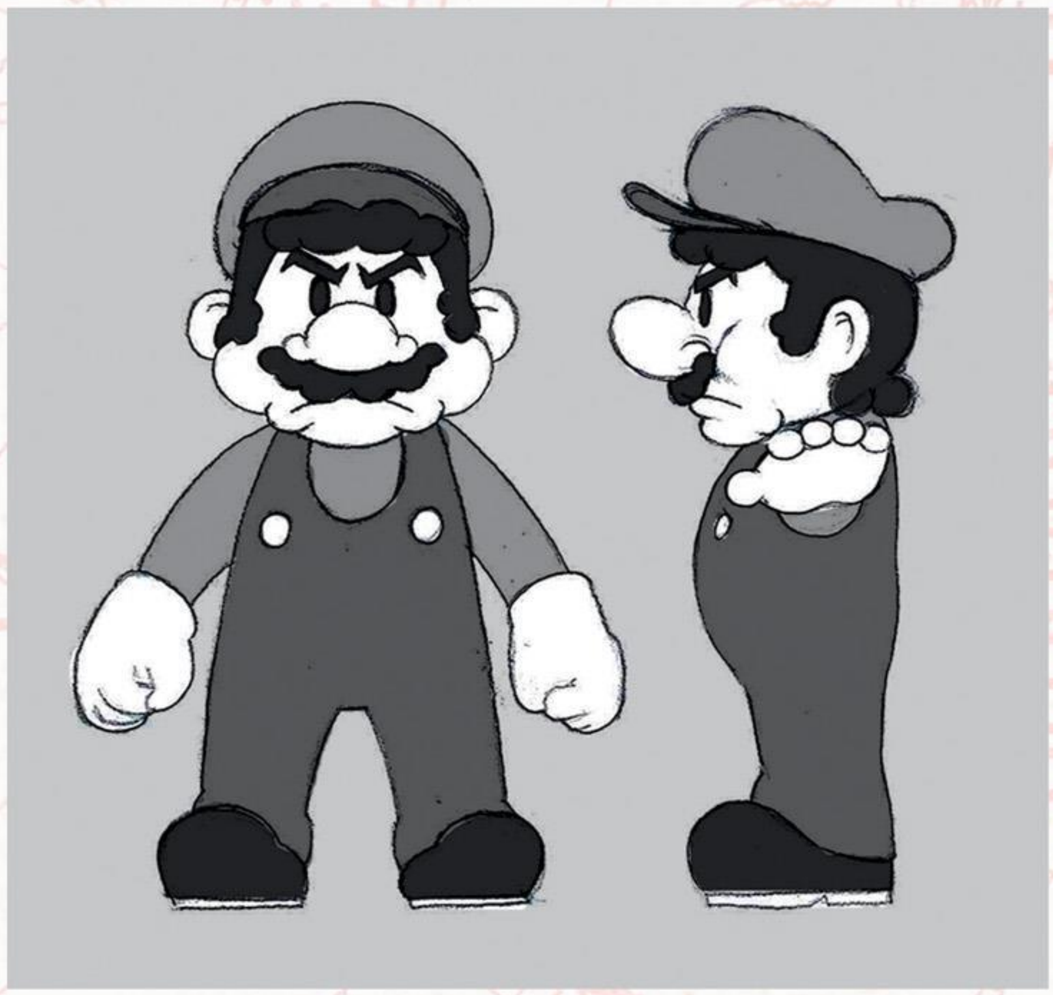
Jiangshi
(Too close to zombie?)

Panda

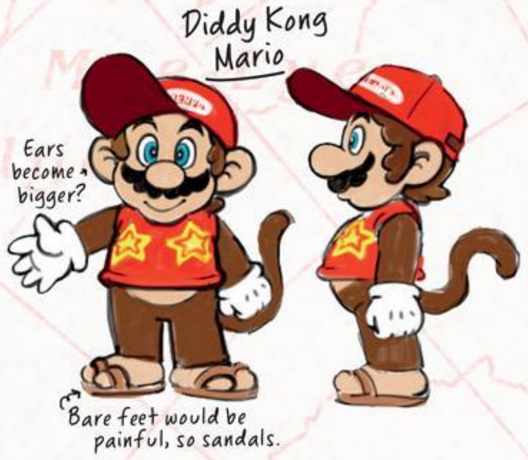


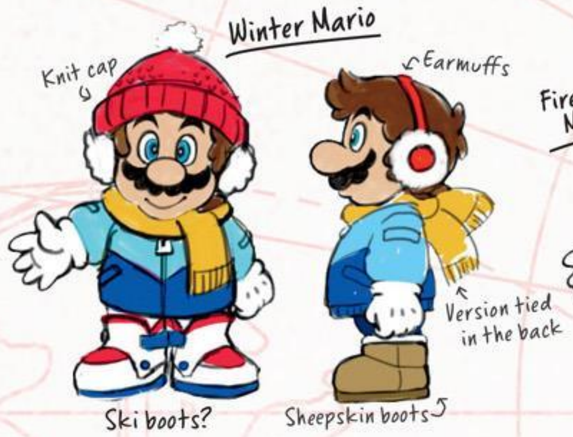


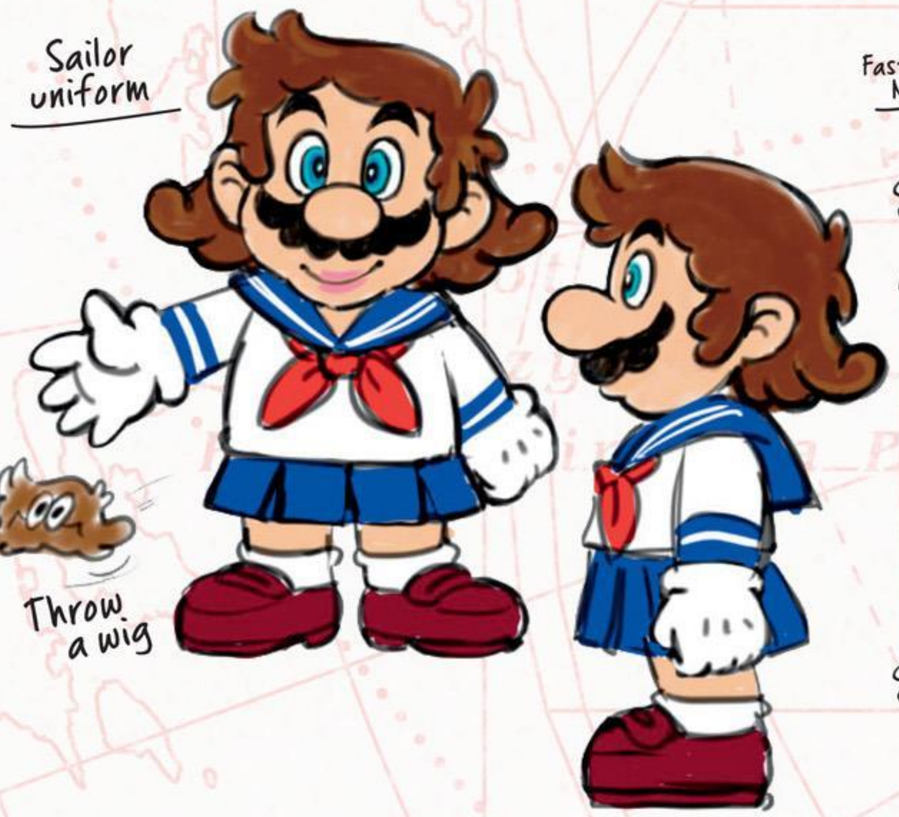
"Bowser Jr." costume



Concept Sketches







Aviator Mario

European armor Mario

Should have a cape

Boxers

Pretty much as it is now, with nothing on the hands or feet.

Caveman

I want to add shaggy hair.

Throws Dry Bones skull

Zombie

Irises go white, center black part visible.

Dark circles

Pilot Mario

Short-sleeve version

Throws this

Angel

Space suit

Current direction. Detail to be added.

Snow suit

Throws whole hood

I want to add a pop of warm color to the snowscape. It'd be nice if the color was fluorescent.

King

Hip-Hop Mario

Souvenir jacket or down jacket + shorts + high-top sneakers

Toad outfit

Toadette outfit

Doesn't suit him...
But throwing the hat (?) could be fun.

Vrrrt

Native American

Muscle suit (gag outfit)

Pirate Mario

Viking

Hats that look warm and easy to throw

Pilot style

Snow monk Mario

Snow scatters from hat when it's thrown.

Armor

Ah, this is a racecar driver outfit, not a pilot.

Space suit

Clown

American football

Luma

"I ain't mayonnaise!"

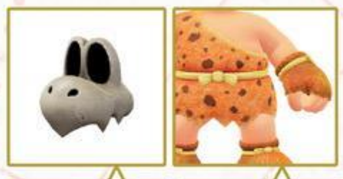
Outfits List

A list of the outfits Mario can obtain. You can get some of them only by fulfilling special conditions.

MARIO CAP | MARIO SUIT

CAPTAIN'S HAT

BLACK TOP HAT | BLACK TUXEDO



CAVEMAN HEADWEAR | CAVEMAN OUTFIT

SOMBRERO | PONCHO

COWBOY HAT | COWBOY OUTFIT

SWIM GOGGLES | SWIMWEAR

EXPLORER HAT | EXPLORER OUTFIT

SCIENTIST VISOR | SCIENTIST OUTFIT

AVIATOR CAP | AVIATOR OUTFIT

BUILDER HELMET | BUILDER OUTFIT

GOLF CAP | GOLF OUTFIT

SNOW HOOD | SNOW SUIT

RESORT HAT | RESORT OUTFIT

SAILOR HAT | SAILOR SUIT

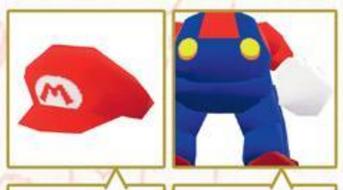
CHEF HAT | CHEF SUIT

PAINTER'S CAP | PAINTER OUTFIT

SAMURAI HELMET | SAMURAI ARMOR

HAPPI HEADBAND | HAPPI OUTFIT

SPACE HELMET | SPACE SUIT



MARIO 64 CAP | MARIO 64 SUIT

EMPLOYEE CAP | EMPLOYEE UNIFORM

BOXER SHORTS

FASHIONABLE CAP | FASHIONABLE OUTFIT

MECHANIC CAP | MECHANIC OUTFIT

BLACK FEDORA | BLACK SUIT

PIRATE HAT | PIRATE OUTFIT

CLOWN HAT | CLOWN SUIT

FOOTBALL HELMET | FOOTBALL UNIFORM

CLASSIC CAP | CLASSIC SUIT

SKELETON SUIT

LUIGI CAP | LUIGI SUIT

DOCTOR HEADWEAR | DOCTOR OUTFIT

WALUIGI CAP | WALUIGI SUIT

DIDDY KONG HAT | DIDDY KONG SUIT

WARIO CAP | WARIO SUIT

HAKAMA

BOWSER'S TOP HAT | BOWSER'S TUXEDO

BRIDAL VEIL | BRIDAL GOWN

MARIO'S TOP HAT | MARIO'S TUXEDO

GOLD MARIO CAP | GOLD MARIO SUIT

METAL MARIO CAP | METAL MARIO SUIT

KING'S CROWN | KING'S OUTFIT

INVISIBILITY HAT

SATELLAVIEW HELMET | SATELLAVIEW SUIT

KNIGHT HELMET | KNIGHT ARMOR

SUNSHINE SHADES | SUNSHINE OUTFIT

MUSICIAN HAT | MUSICIAN OUTFIT

BATTING HELMET | BASEBALL UNIFORM

RACING HELMET | RACING OUTFIT

TOPPER HAT | TOPPER SUIT

RANGO HAT | RANGO SUIT

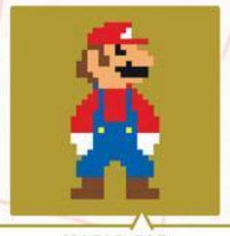
HARIET HAT | HARIET SUIT

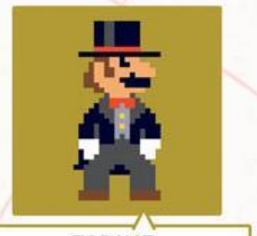
SPEWART HAT | SPEWART SUIT

CONDUCTOR WIG | CONDUCTOR OUTFIT

Outfits List (2D Area)

8-bit versions of Mario's outfits seen in the 2D areas.
You can see these only when the full sets are worn.


MARIO CAP AND SUIT


TOP HAT AND TUXEDO

CAVEMAN HEADWEAR AND OUTFIT

SOMBRERO AND PONCHO

COWBOY HAT AND OUTFIT

SWIM GOGGLES AND SWIMWEAR

EXPLORER HAT AND OUTFIT

SCIENTIST VISOR AND OUTFIT

AVIATOR CAP AND OUTFIT

BUILDER HELMET AND OUTFIT

GOLD CAP AND OUTFIT

SNOW HOOD AND SUIT

RESORT HAT AND OUTFIT

SAILOR HAT AND SUIT

CHEF HAT AND SUIT

PAINTER'S CAP AND OUTFIT

SAMURAI HELMET AND ARMOR

HAPPI HEADBAND AND OUTFIT

SPACE HELMET AND SUIT

MARIO 64 CAP AND SUIT

EMPLOYEE CAP AND UNIFORM

BOXER SHORTS

FASHIONABLE CAP AND OUTFIT

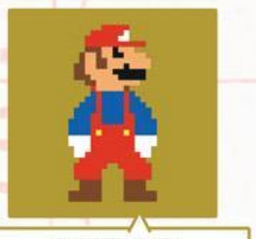
MECHANIC CAP AND OUTFIT

BLACK FEDORA AND SUIT

PIRATE HAT AND OUTFIT

CLOWN HAT AND SUIT

FOOTBALL HELMET AND UNIFORM


CLASSIC CAP AND SUIT

SKELETON SUIT

LUIGI CAP AND SUIT

DOCTOR HEADWEAR AND OUTFIT

WALUIGI CAP AND SUIT

DIDDY KONG HAT AND SUIT

WARIO CAP AND SUIT

HAKAMA

BOWSER'S TOP HAT AND TUXEDO

BRIDAL VEIL AND GOWN

MARIO'S TOP HAT AND TUXEDO

GOLD MARIO CAP AND SUIT

METAL MARIO CAP AND SUIT

KING'S CROWN AND OUTFIT

INVISIBILITY HAT

SATELLAVIEW HELMET AND SUIT

KNIGHT HELMET AND ARMOR

SUNSHINE SHADES AND OUTFIT

MUSICIAN HAT AND OUTFIT

BATTING HELMET AND BASEBALL UNIFORM

RACING HELMET AND OUTFIT

TOPPER HAT AND SUIT

RANGO HAT AND SUIT

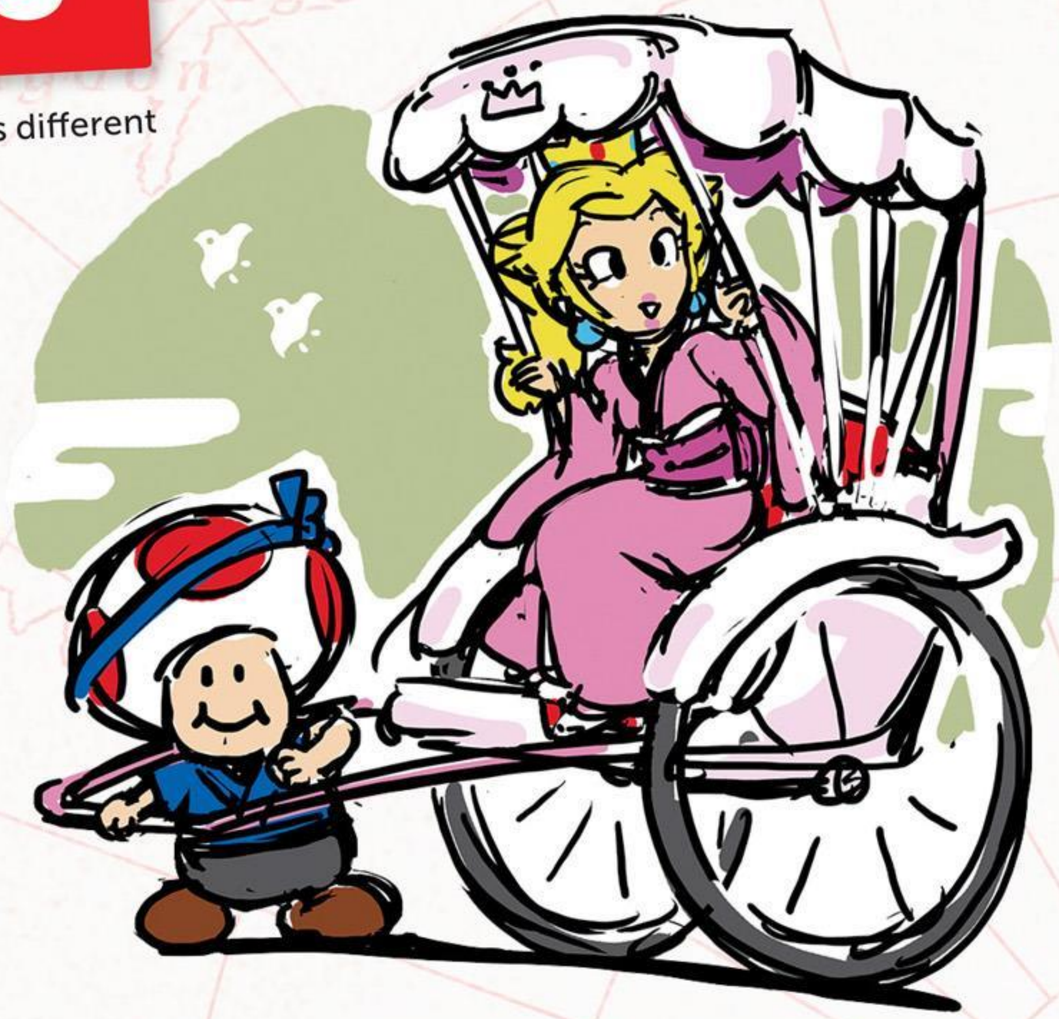
HARIET HAT AND SUIT

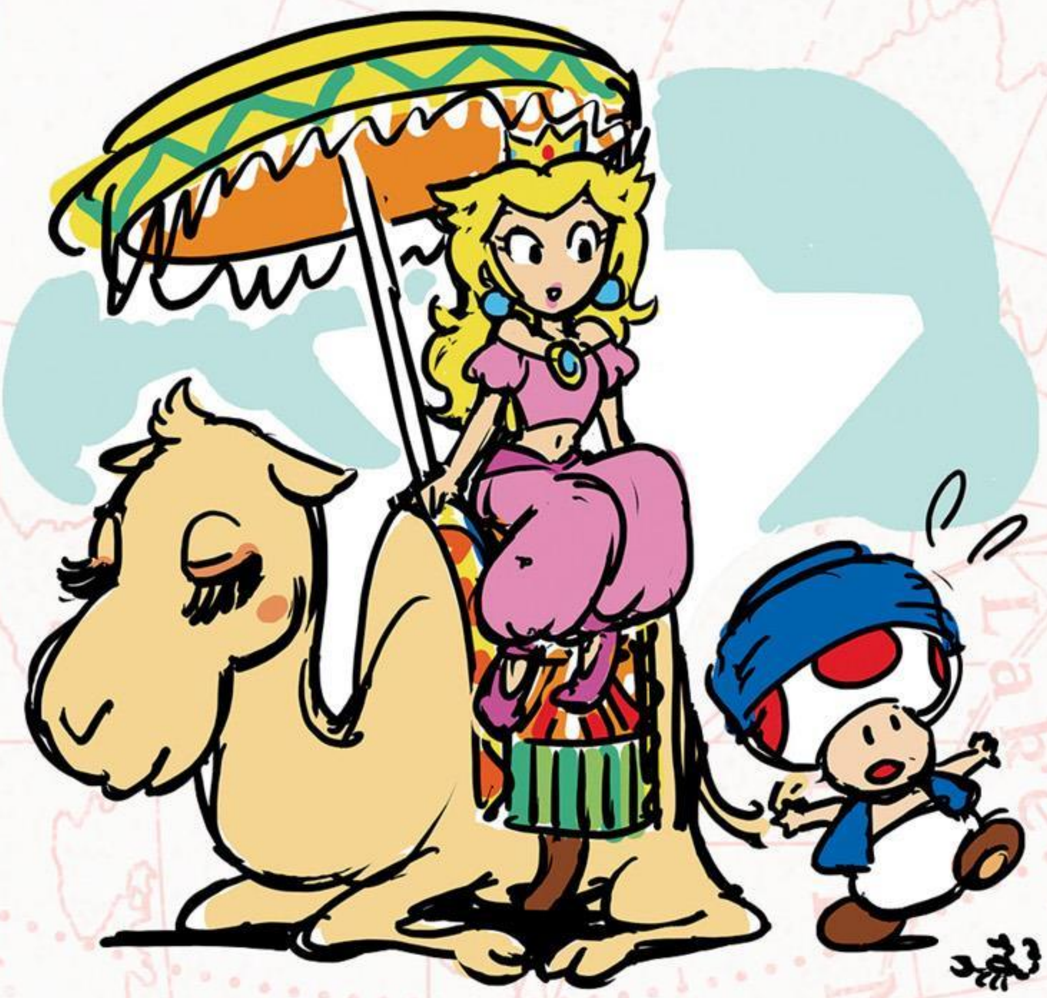
SPEWART HAT AND SUIT

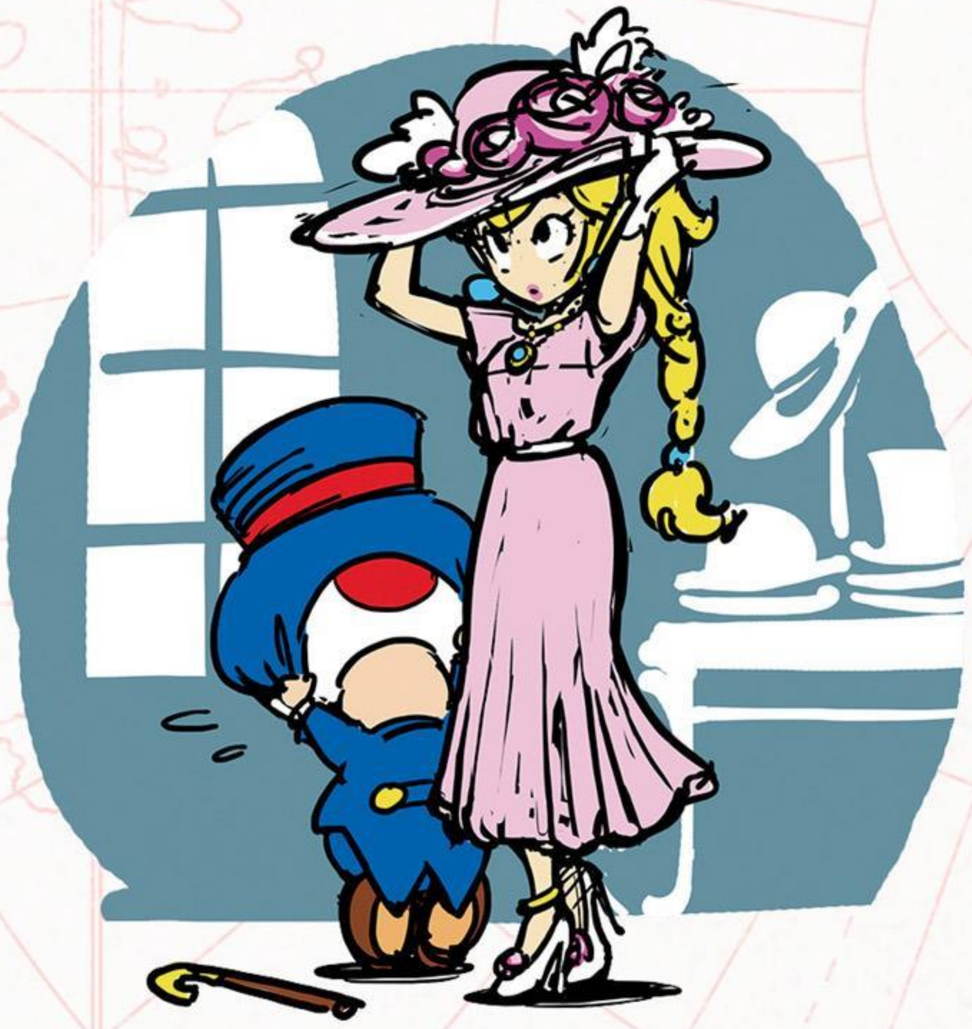
CONDUCTOR WIG AND OUTFIT

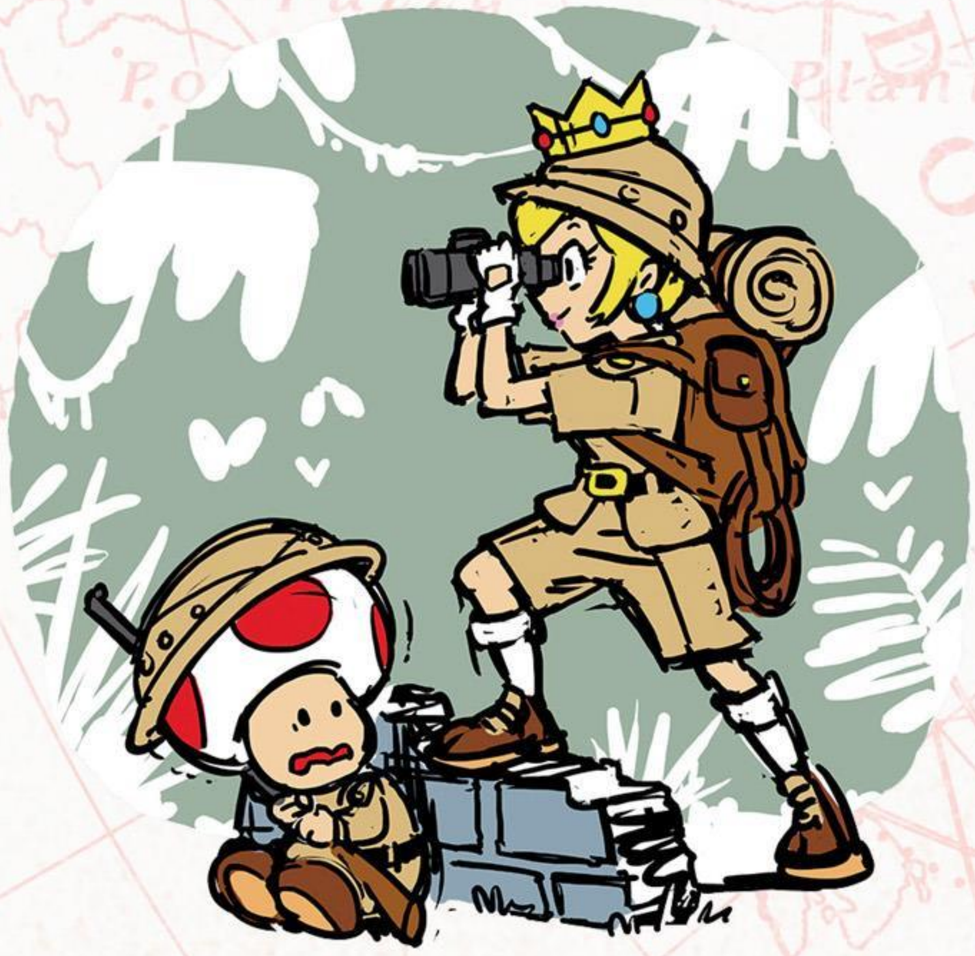
Peach's Travels

Peach travels around the kingdoms after you beat the game. She wears different outfits to suit the climate of each kingdom.









Peach's Civilian Clothes Notes

• Slight adjustment to current summer outfit
• Since this is a rare chance for casual clothes, I want to try making her look like a "normal" girl...
Using her usual hairstyle would make it much easier to create.
In Cap Kingdom, too?
• Slightly formal for Metro Kingdom
• Pants suit
• Fall style?
Looks a bit out of fashion.
I want to give her a suitcase! Looking into designs that would match any outfit.
Is a miniskirt too much?
Making these too modern might seem out of place...

Peach's Civilian Clothes

I drew these with the idea that some clothes should be for daily wear, while others should be for certain kingdoms...

Moon flower pattern
Bikini style, but with frills. White and tidy...
I want to give her pants, but would this be a difficult look for Peach?

Preliminary Designs

• Cap Throw reaction

• Stomp reaction

Animation Proposal

DESIGNER'S NOTE

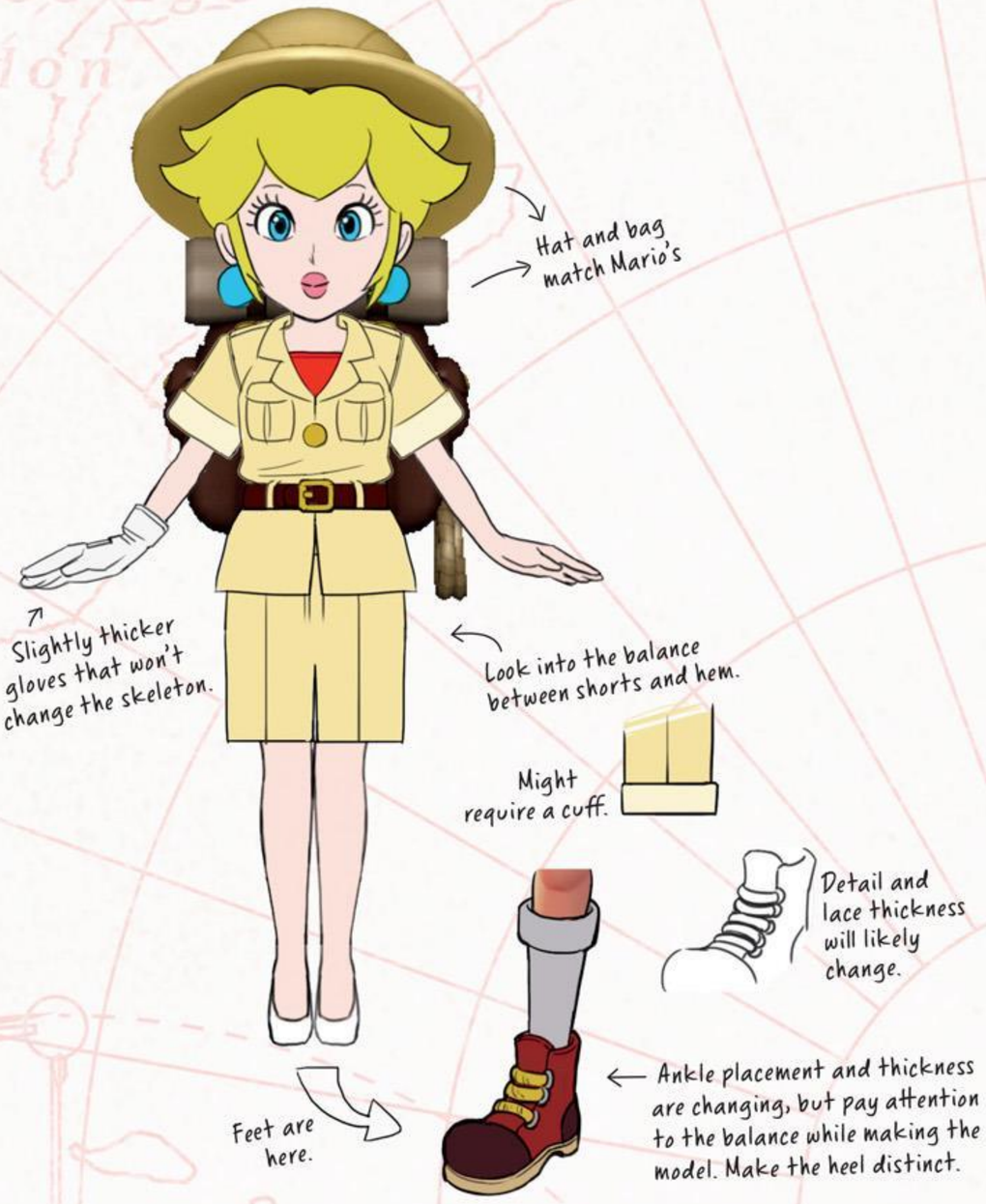
After you beat the game, Peach brings these clothes on her travels around the world with Tiara. The princess often wears dresses, so we took this opportunity to have her don a variety of other outfits. We imagined materials like cashmere and silk, expensive clothes befitting a princess's personal wardrobe. Some looks, like her explorer's outfit, were made to match Mario's outfits, making you want to snap a photo of the pair.

Of her six outfits, the swimwear was by far the most difficult. We wanted to maintain her elegance regardless of how she's dressed. Of the many ideas submitted, we went with a style that included a sarong wrap. Her winter gear was the most popular among the development staff. I hope that all of you greet her in each kingdom and decide for yourselves which outfit you like!

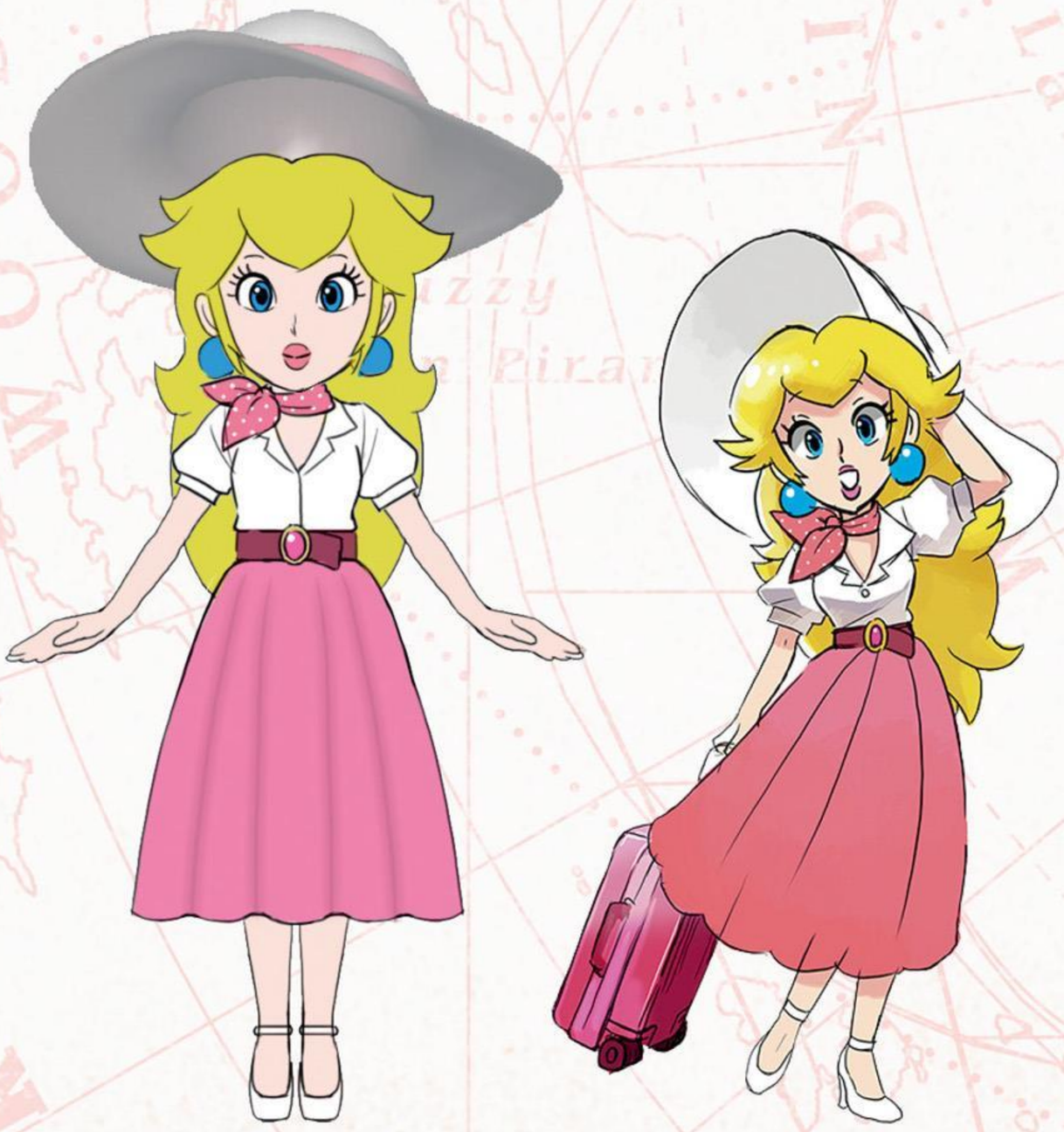
Character/Concept Artist Akane Yoshida

Bonneton, Shiveria, and Honeylune Ridge Outfit Design

Fossil Falls, Steam Gardens, and Forgotten Isle Outfit Design


Hat and bag match Mario's
Slightly thicker gloves that won't change the skeleton.
Look into the balance between shorts and hem.
Might require a cuff.
Detail and lace thickness will likely change.
Feet are here.
Ankle placement and thickness are changing, but pay attention to the balance while making the model. Make the heel distinct.

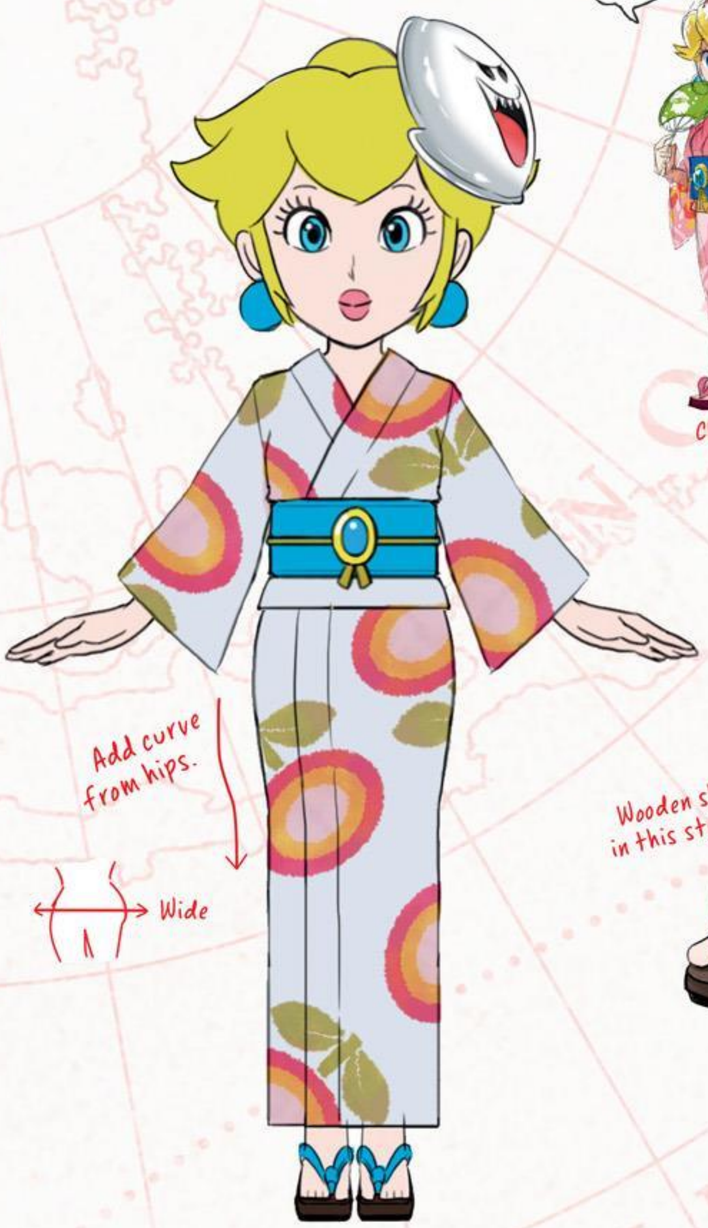
Tostarena, Nimbus Arena, New Donk City, and Crumbleden Outfit Design



Mount Volbono Outfit Design

Lake Lamode and Bubblaine Outfit Design

Bowser's Castle Outfit Design



I want to try a traditional knot for the obi.
Increase volume in the back for a more defined silhouette
Feet might have to be bigger for balance...

Making of the Key Art

Various artwork designs made for the key art. Many characters were included to communicate the overall idea of the game.

Rough Sketch

Concept Sketch

Concept Sketch

Rough Sketch

Artwork Progression

Production progress on the photorealistic key art. After the background was completed, characters were added in.

Making of the Promotional Videos

Several videos were made to promote the game. One was played in storefronts after the game's reveal, and others were posted to Twitter as part of the countdown.

Second Trailer (E3 2017)

This video was revealed at the Electronic Entertainment Expo, commonly known as E3, a video game trade show held every year in the United States.

Storyboards

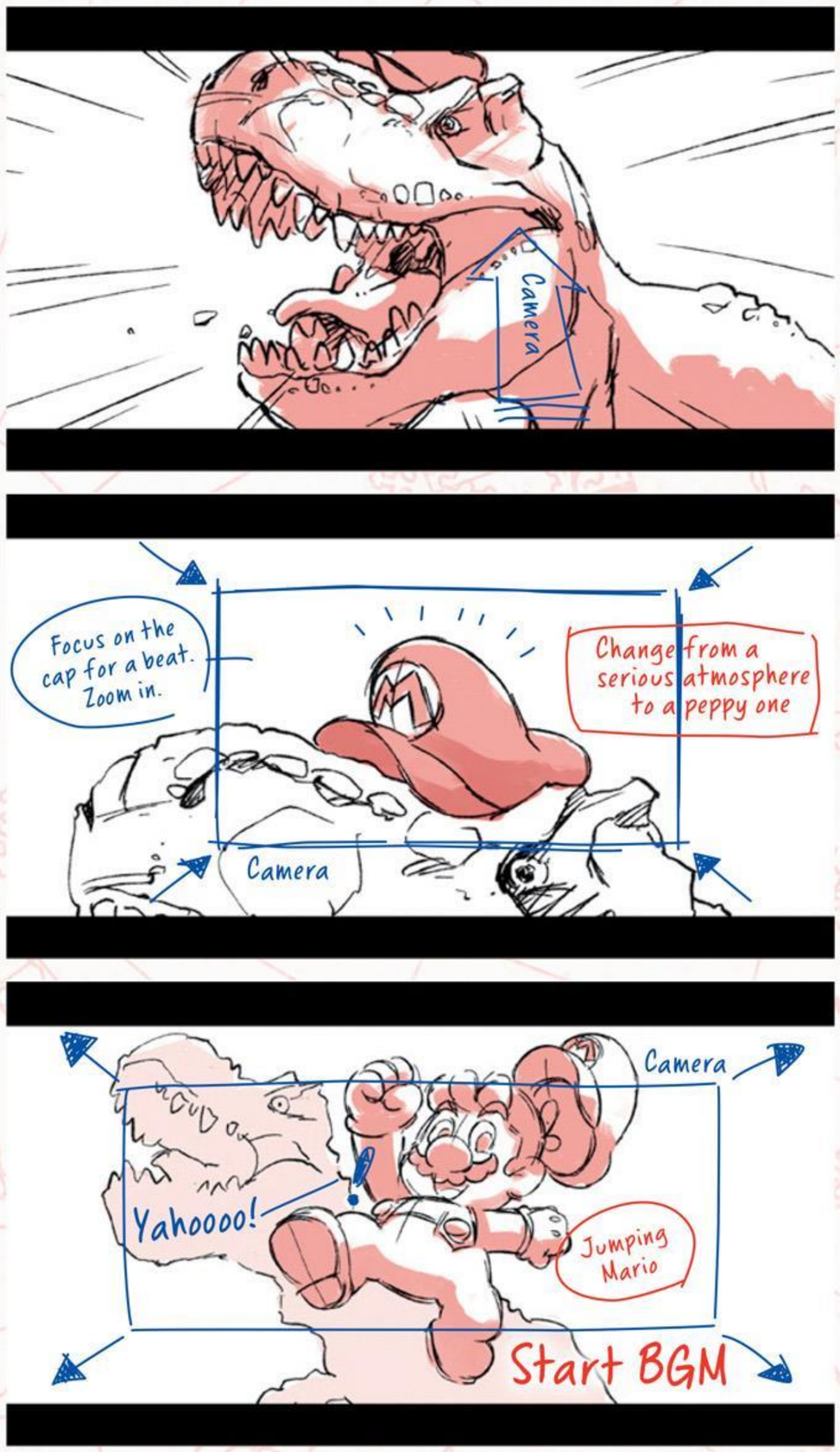
DESIGNER'S NOTE

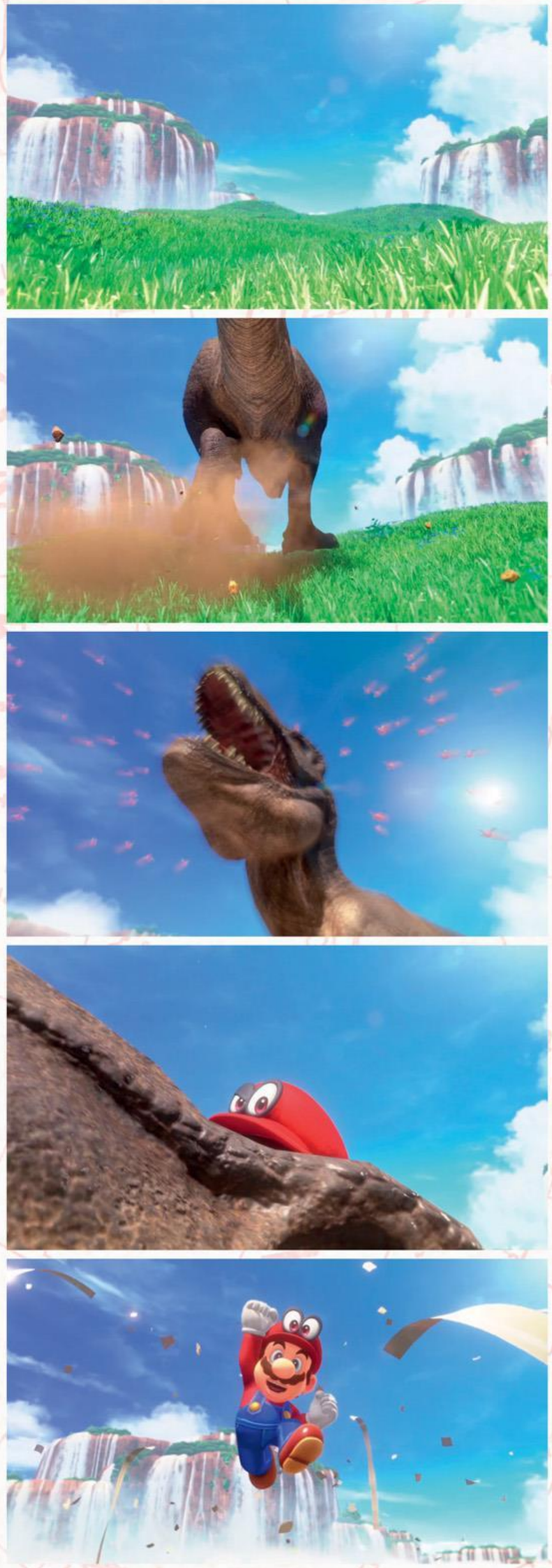
Like the first trailer, the goal of this one was "shock and awe." Each one starts in a way that doesn't seem like a *Mario* game. The T-Rex is one of the most iconic characters in this game, and using it in the beginning let us craft an impressive visual. The Capture mechanic is incorporated at the end as a reminder to the viewer. I think these factors combine to achieve a two-layered sense of surprise.

Director Kenta Motokura

By having Mario jump into view—from the manhole in the first trailer and out of the T-Rex in the second—we tried to create confusion at first, followed by recognition after Mario appears. When each trailer was revealed, we crossed our fingers and hoped that no one would realize what was going on until he appeared!

Art Director Rikuto Yoshida



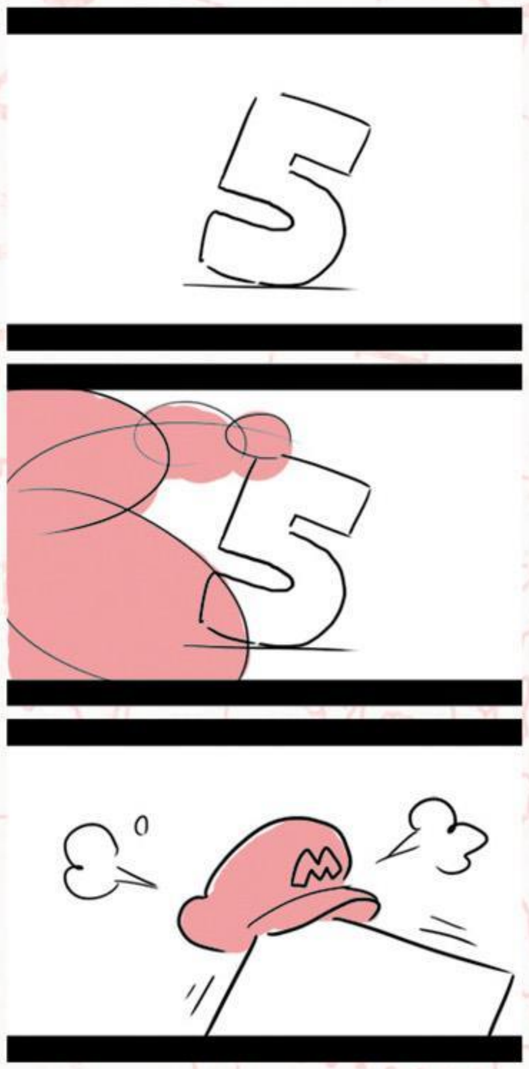


Launch Countdown Movie
(Official Twitter)

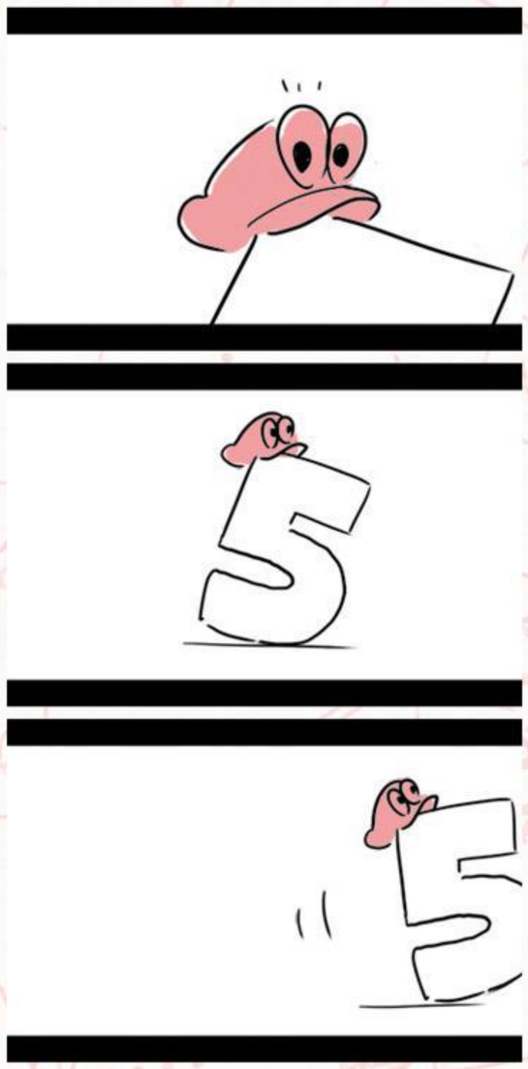
Countdown videos posted on the official Twitter feed leading up to the game's launch. Note that each of the numbers have been Captured.

Storyboards

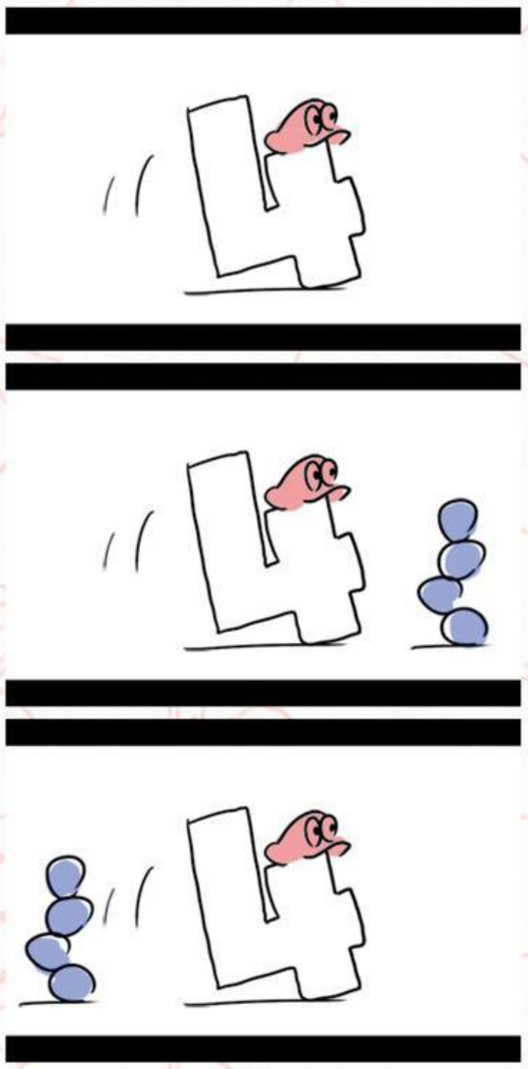
5 days before launch



one time

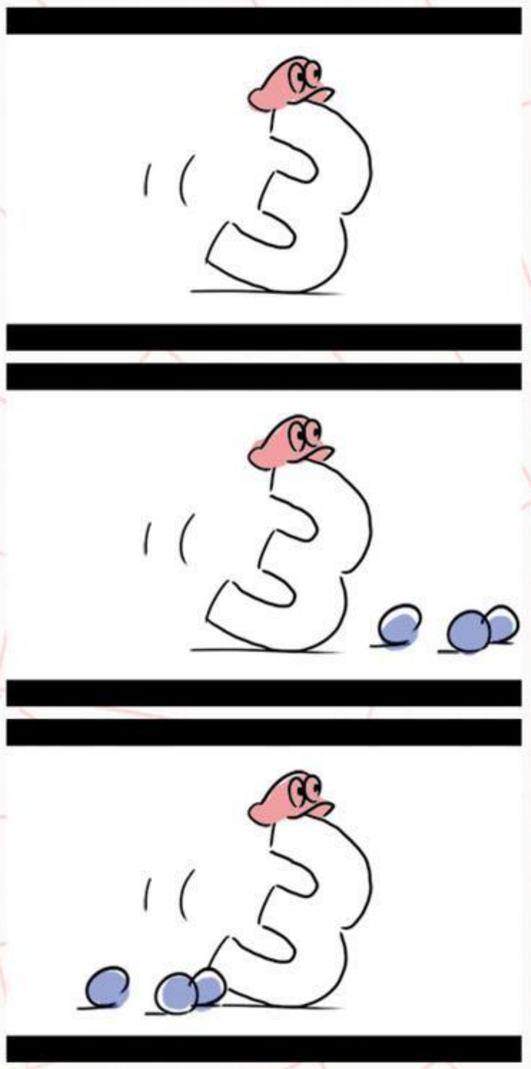


4 days before launch

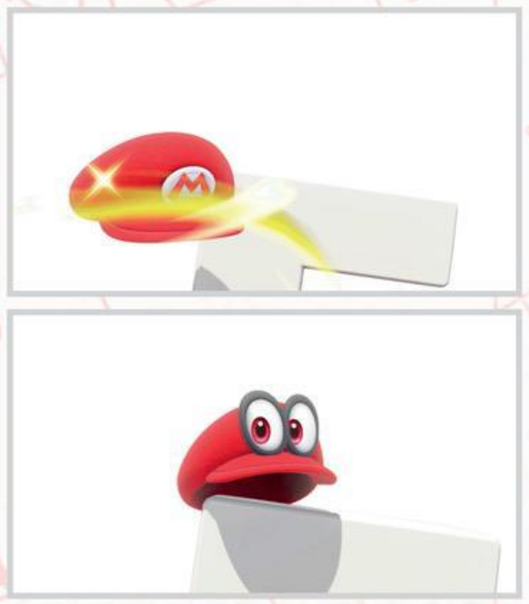


loop

3 days before launch



loop



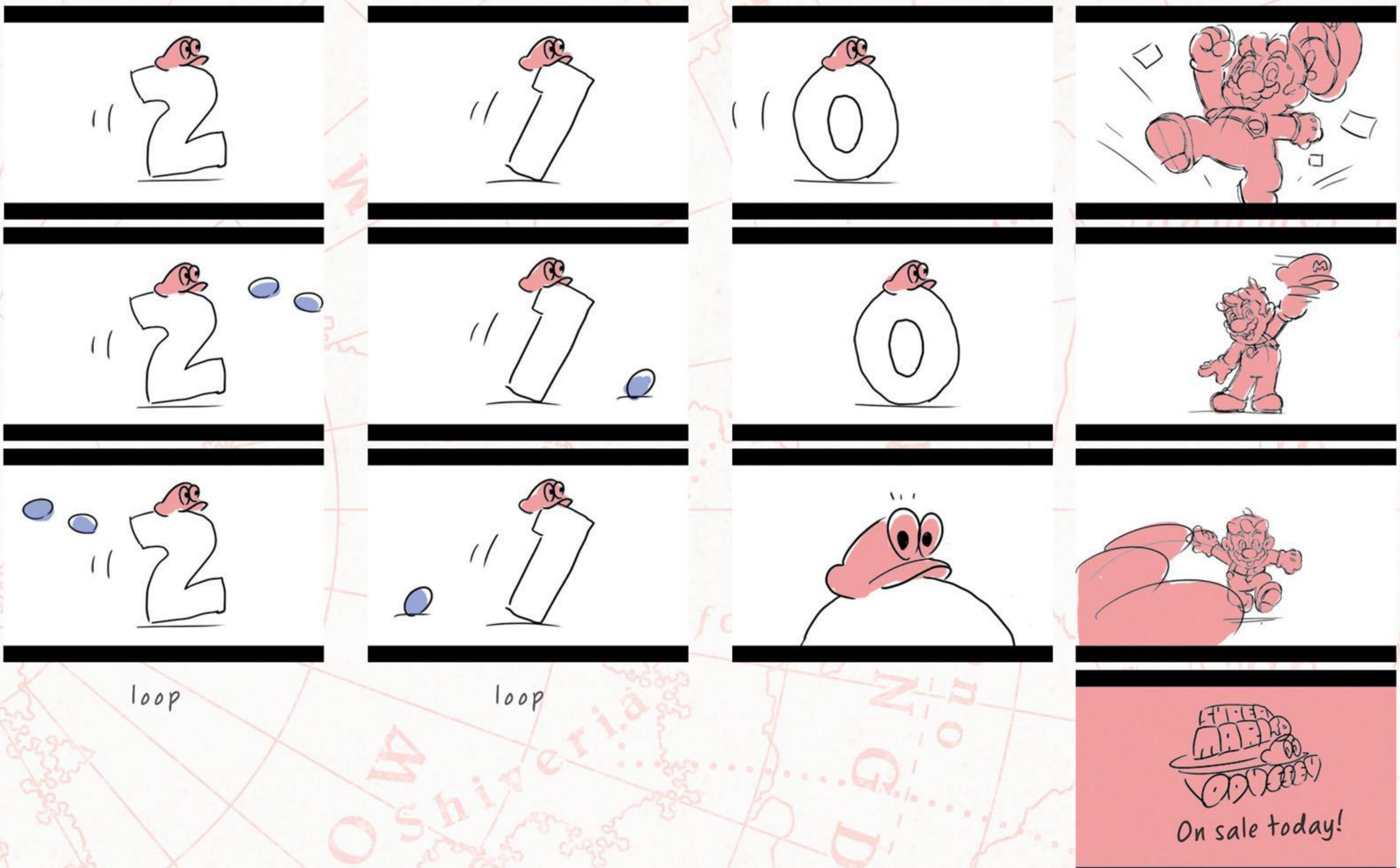
DESIGNER'S NOTE

We asked the designer to make the countdown animation focus on both the numbers and the new Capture mechanic. The continuity between the videos was intended to gradually excite viewers as the launch date approached.

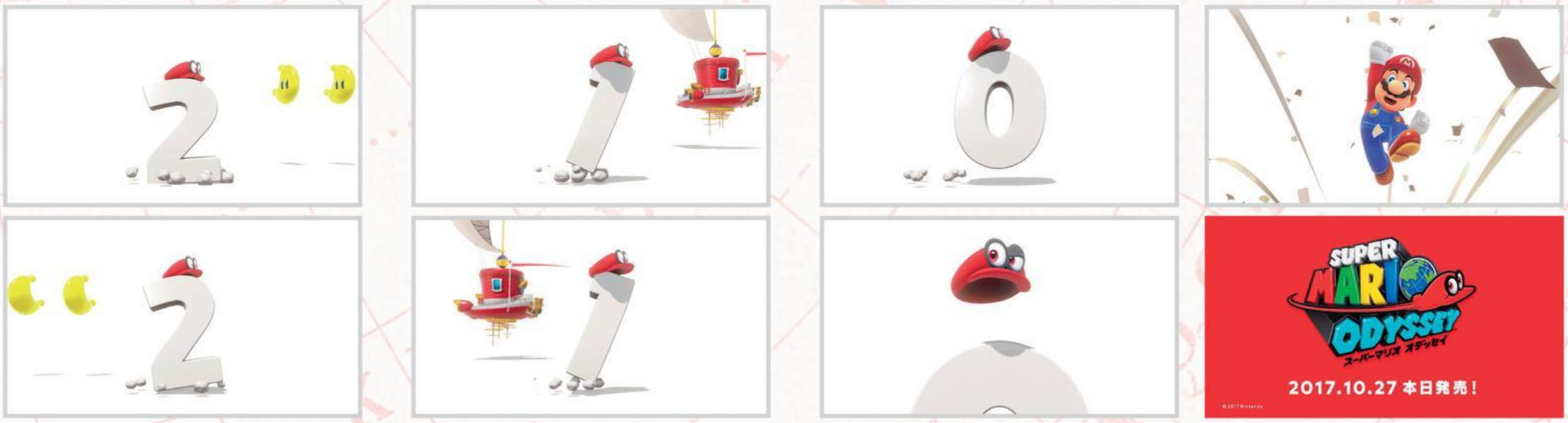
Director Kenta Motokura

We composed the video with Captured numbers for several reasons: to make Cappy stand out as an icon, to put the countdown numbers on display, and to demonstrate an action featured in the game. The number of characters that appear matches each countdown number, and Cappy moves faster as the numbers decrease, creating a sense of anticipation by launch day.

Art Director Rikuto Yoshida

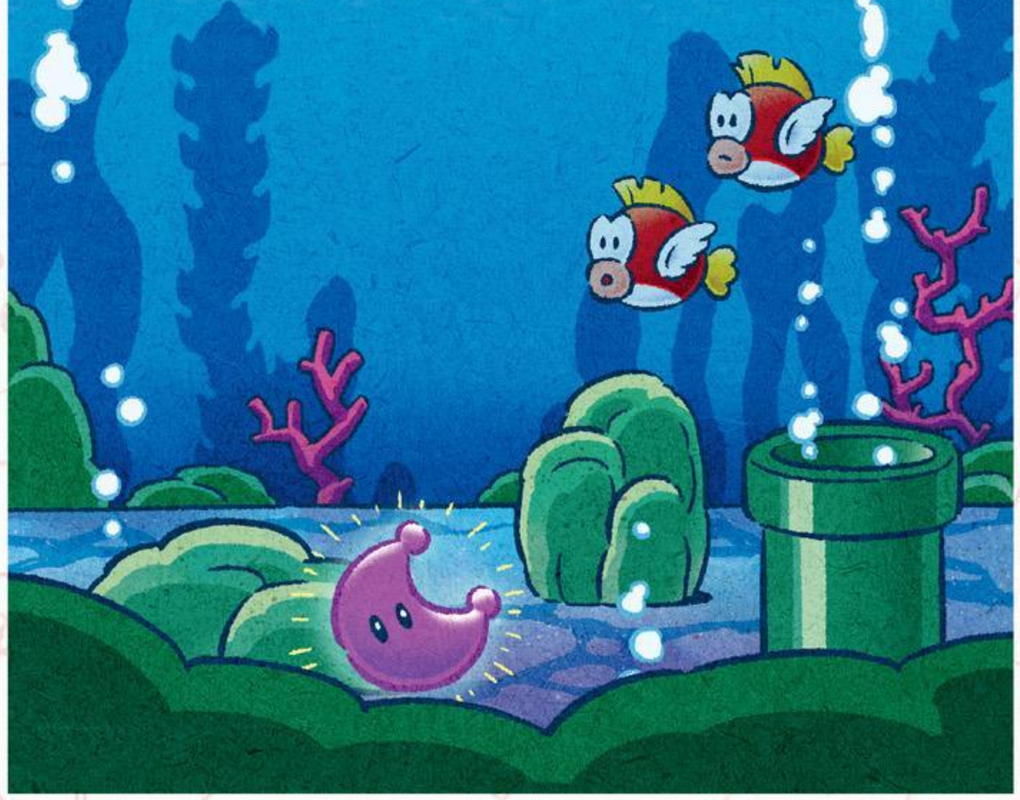


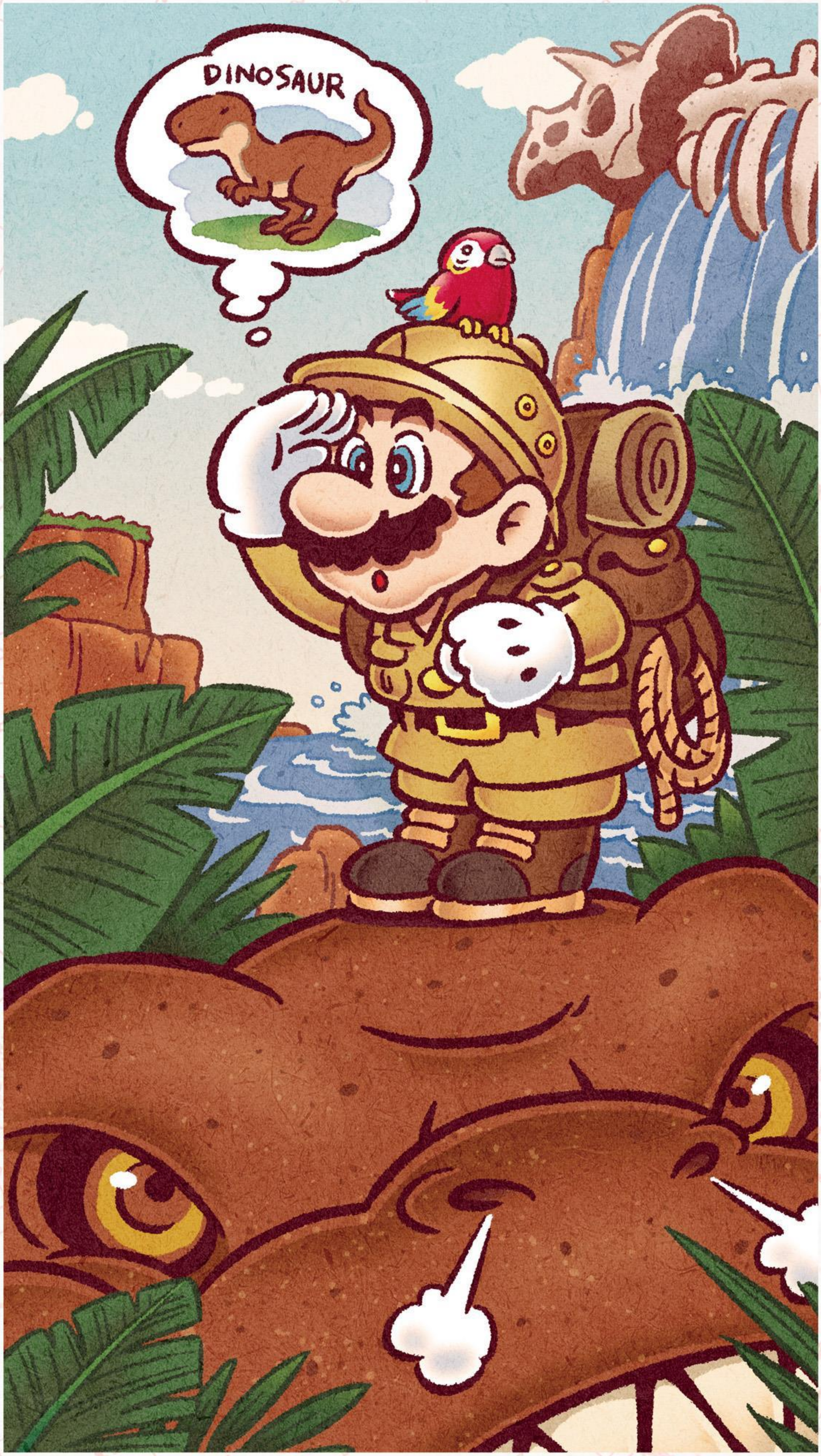
one time

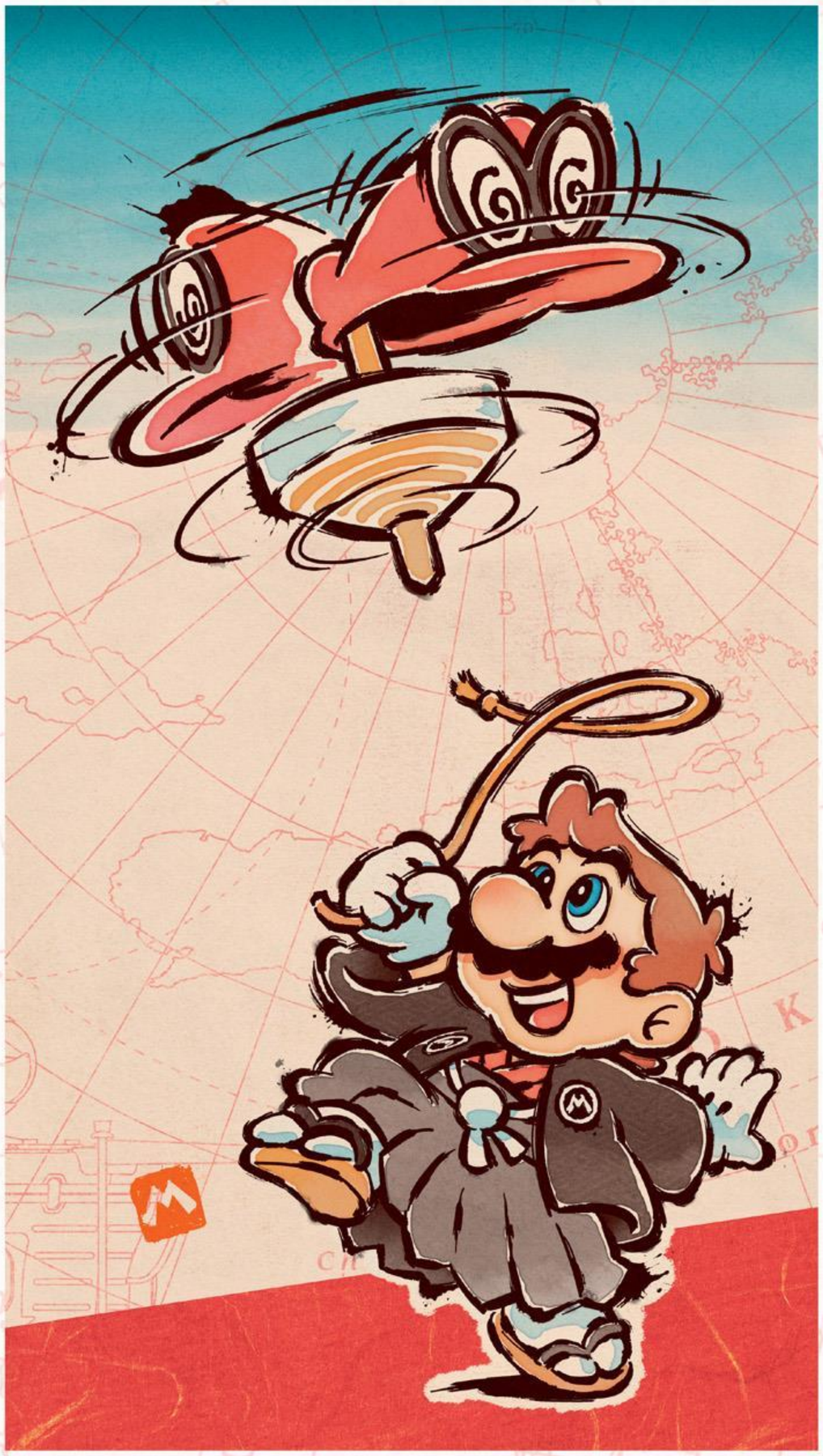


Official Twitter Illustrations

These illustrations were posted to the official Twitter feed from July 2017 to January 2018. There were two types of illustrations: wallpapers for smart devices and calendars.




DINOSAUR



TAX

Early Development Art

These sketches were drawn to cement the game's aesthetic during early development. Many of these designs are different from the final product.

DESIGNER'S NOTE

This is a collection of illustrations drawn early in the process. Development was going on during this time, so we drew these based on whatever elements had been finalized at the time. We freely put our own ideas forward, and each designer took their own unique approach. Quite a few of the items drawn during this period became catalysts for the title, so this was a valuable time for the designers. From full-fledged illustrations to simple rough sketches, so many ideas were conceptualized that we couldn't fit all of them into this book! There was a lot of "Hey, could that character do this?" and "Could this be used for that cutscene?"

We enjoyed imagining all sorts of fun ideas while we put these together.

Art Director Rikuto Yoshida

Wedding Airship and the *Odyssey*

In-Game Elements Illustration

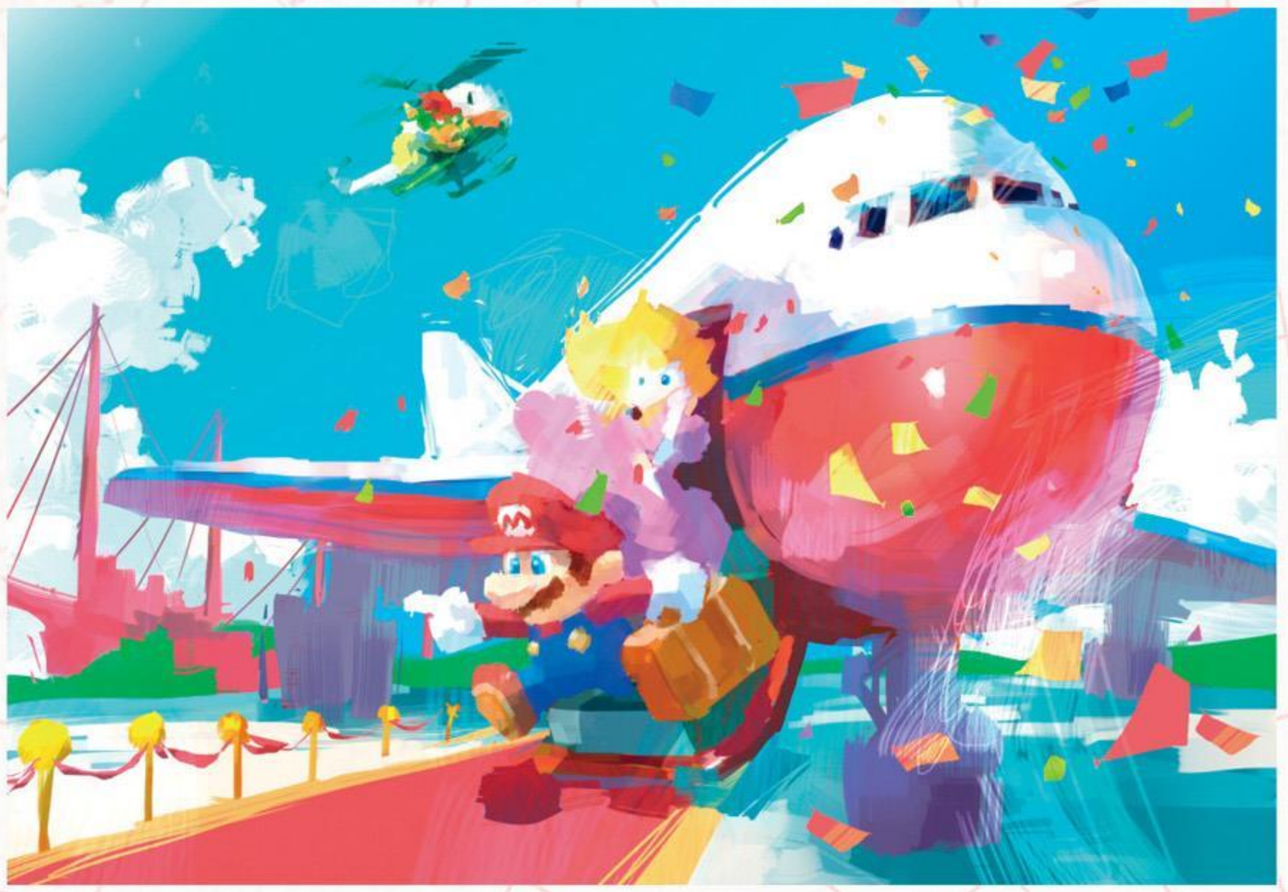
SUPER MARIO
Wedding
Idea
He kidnaps Peach against her will in order to marry her. What's a Mario to do?!
"Ga ha ha! Time to get hitched!"
Time for Peach to tie the knot?!

Super Mario Wedding Idea

Opening Scene Illustration

In-Game Elements Illustration

Concept Sketches



Editor's Note: Read right to left.

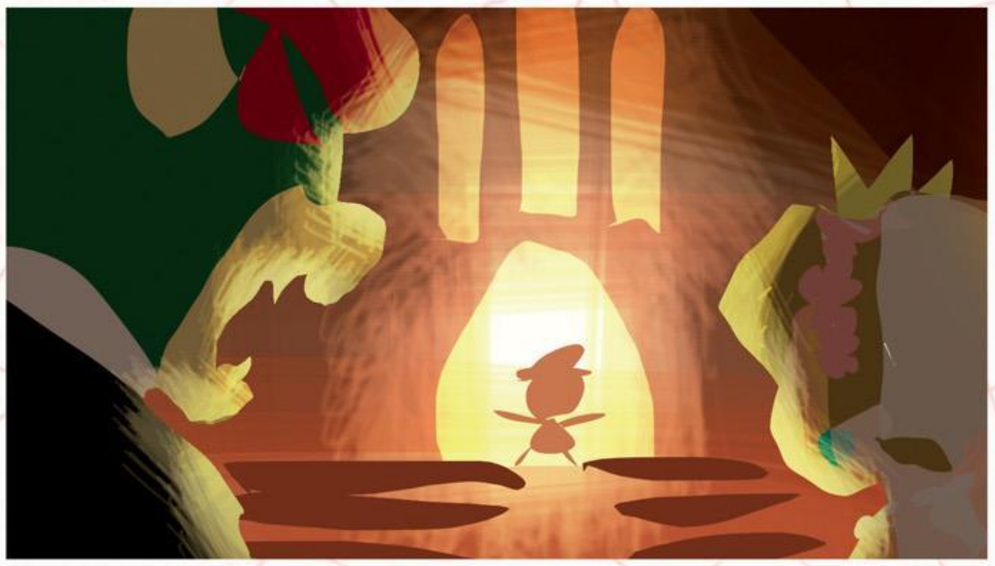
Bowser takes a trip to ease his heartbreak...

It might be fun for Bowser's minions to take a secret staff trip after you beat the game...

Storyboards

These illustrations helped put some of the game beats on paper. These progress from the opening to the epilogue.

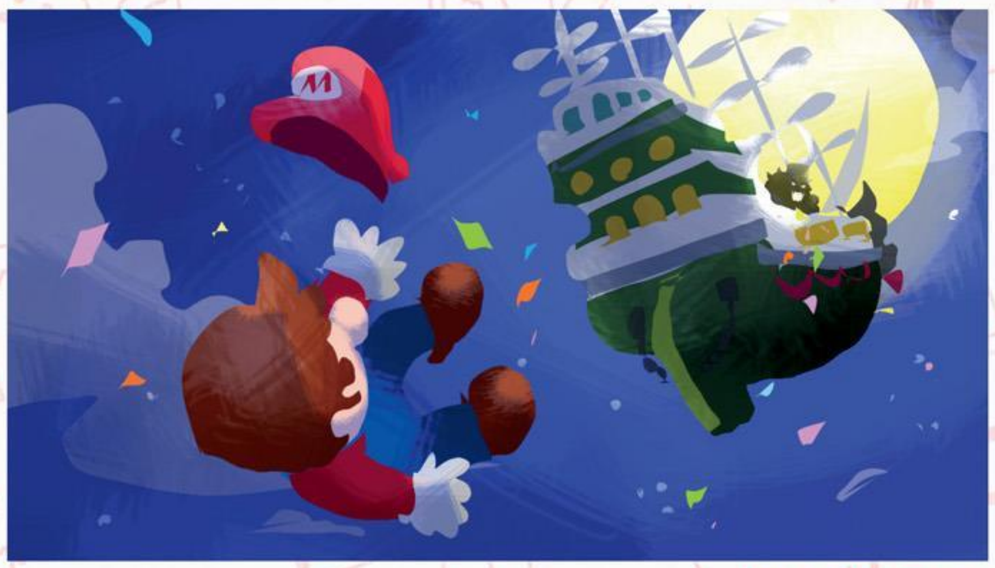
Peach Kidnapped



Crashing the Wedding

Bowser Attacks the Cap Kingdom!

The Wedding Hall Collapses!



Start of the Game

Epilogue

The Stolen Flowers

Special Exhibition An Odyssey across

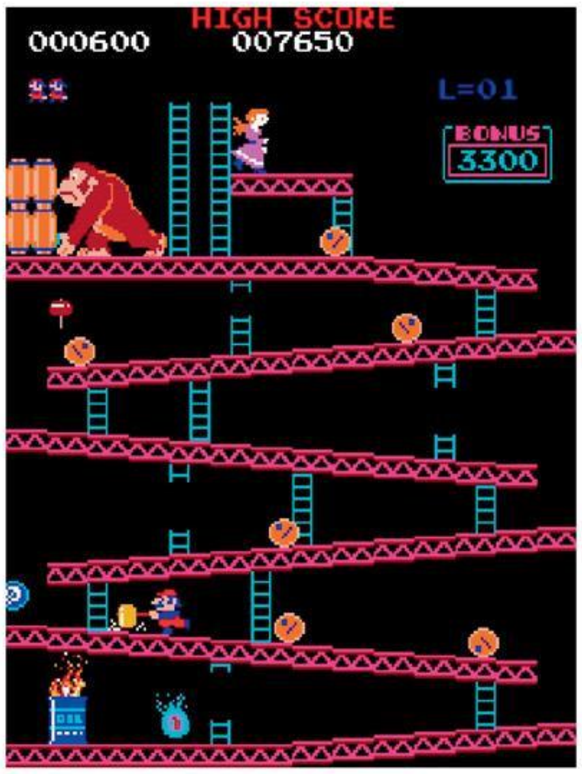
Mario's History

Even before this journey, Mario has gone on many adventures. Hints of this long history can be spotted here and there in this game. As a final bonus feature for this book, we look back on the history of *Mario* games, with a focus on past titles referenced in *Super Mario Odyssey*.

Donkey Kong Released 1981/Arcade

Mario's first appearance. The first foray into jumping!

This is Mario's first appearance. He had no name at the time and was referred to only as "Jumpman." Many of the stylistic elements in New Donk City come from this game. The billboards and red steel girders are obvious, but the taxi license plates that read "1981-ND" come from the year of this game's release. Dodging barrels, fighting Donkey Kong, and reaching Pauline are all inspired by this game. At the time, the heroine was simply named "Lady." She appeared in several titles and, in Japan, was officially known as Pauline in the Game Boy version of *Donkey Kong*. In North America, her name was always Pauline.



Dodge barrels and make your way up the steel girders in pursuit of Pauline's kidnapper, Donkey Kong.

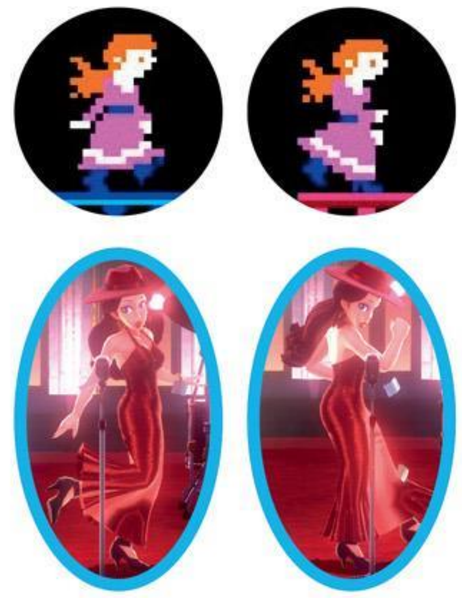
This rivalry is re-created during the festival!

The Classic Cap and Suit are modeled after his appearance here. Until his appearance in *Super Mario Bros. 2*, his overall and shirt colors were occasionally swapped.

There are four types of stages: 25m, 50m, 75m, and 100m. The stage names reflect the upward direction of travel. The 50m stages were removed from the Nintendo Entertainment System ports.

An original flier for *Donkey Kong*. This game was made for table cabinets, which could be played at arcades and cafés alike!

The items that Pauline drops (a hat, a bag, and a parasol) are scattered throughout each course. These items are also dropped around New Donk City, and they make the same sound effect when you pick them up.



Pauline's festival choreography includes movements where her arms and legs swing from side to side, resembling her movements in the original game. The movements are actually backward, though.

1981 1982 1983 1984

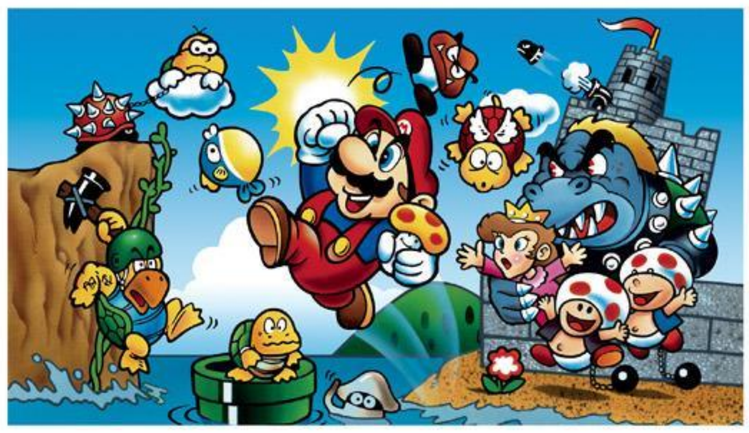
©1981 Nintendo Arcade Archives Series Produced by HAMSTER Co. ©1985 Nintendo ©1987 Nintendo ©1988 Nintendo ©1988 Nintendo

Super Mario Bros.

Released October 18, 1985/NES; September 13, 1985/Famicom

Super Mario begins! Meet Peach and the gang.

The first entry in the *Super Mario Bros.* series. Traverse land, sea, and sky in this game of side-scrolling action (commonly known as a 2D platformer). Many characters and power-ups that became series mainstays, and are still present in *Super Mario Odyssey*, were introduced in this game. The 2D areas in *Super Mario Odyssey* are based on this game, including Mario's classic control scheme and 8-bit versions of Goombas and Koopa Troopas. What's more, the 1-Up jingle for this game is made by connecting the sounds made when the menu opens and closes.



Many characters were introduced in this game: not only Bowser and Princess Peach (then referred to as Princess Toadstool), but also Goombas, Bullet Bills, Koopa Troopas, Hammer Bros., and Lakitus.

The first stage, World 1-1. You can play a 2D area based on this stage in the New Donk City theater!

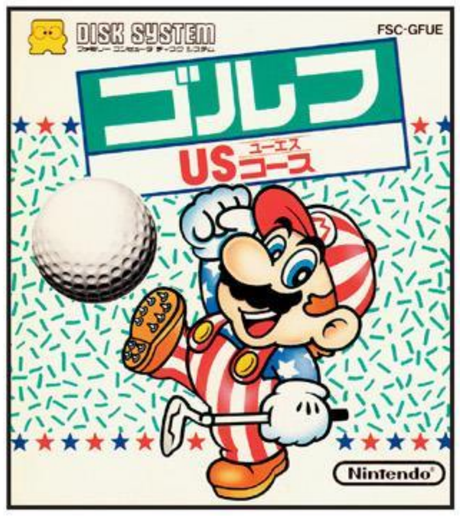
The bonus areas above the clouds (accessed by climbing vines) also come from this game. Just like in *Super Mario Odyssey*, these areas are flush with coins.

The first battle with Bowser can be seen in the background when Mario Captures the King of the Koopas near the end of the game (along with *Super Mario Bros. 3*, *Super Mario World*, and *Super Mario 64*).

Family Computer Golf: U.S. Course

Released June 14, 1987/ Famicom Disk System

The star-patterned shirt and striped hat in *Super Mario Odyssey*'s Golf Cap and Outfit come from this game. This sequel to *Family Computer Golf: Japan Course*, Mario's first foray into sports, offers courses modeled on ones in the United States. In light of this, the outfit was designed after the American flag. The *Mario Golf* series continues to this day with the Nintendo 3DS release of *Mario Golf: World Tour*.



An outfit based on the American flag. This outfit also appears in *NES Open Tournament Golf*! It shows up in *Mario Golf: World Tour* as the NES Open Costume.

Famicom Grand Prix II: 3D Hot Rally

Released April 14, 1988/Famicom Disk System

A racing game where you traverse grasslands, deserts, and more to reach the goal. The Mechanic Cap and Outfit are modeled after this game! The mechanic theme comes from the fact that in this game, you fix your own vehicle when it's damaged.

A white suit with red and blue stripes around the waist. The hat is flipped backward in *Super Mario Odyssey*.

Super Mario Bros. 3

Released February 9, 1990/
NES; October 23, 1988/Famicom

The third game in the series, and Mario's first time flying through the skies with a Super Leaf! Each world is connected by a map, and you can play the Picture Match minigame from Toad Houses crossed on the road. The Picture Match minigame from *Super Mario Odyssey* pays homage to the dialogue and background music from that game.

A minigame where you try to line up pieces of a picture.

1985 1986 1987 1988

Qix

Released May 24, 1990 (North America);
April 13, 1990 (Japan)/Game Boy

A game where you draw lines to capture territory, all while dodging the enemy Qix that wander around the screen. On the Game Over screen, Mario appears in various outfits based on your score. The Poncho and Sombrero from *Super Mario Odyssey* are modeled after the Mexican-themed outfit from this game.

In both games, Mario can be seen playing the Mexican *guitarrón* in a poncho!

Dr. Mario

Released October 14, 1990/NES;
December 1, 1990/Game Boy (North America);
July 27, 1990/Famicom, Game Boy (Japan)

The Doctor Headwear and Outfit combine a white jacket with a head mirror. It originated from this game, where Mario tosses pills into a bottle to eradicate viruses. The game was released on several platforms starting with the Famicom. From its appearance in *Dr. Mario 64* onward, this outfit also included a red necktie.

In this title, Mario takes on the role of a doctor. He tries to eliminate viruses using a wonder drug he developed himself.

Super Mario World

Released August 13, 1991/SNES;
November 21, 1990/Super Famicom

The fourth entry in the series features graphics and sound upgrades thanks to the Super Nintendo Entertainment System. The main theme song can be heard in New Donk City from the boombox by the rooftop pool. The bonus areas above the clouds in *Super Mario Odyssey* feature music from the bonus areas in this game. This title sees the debut of a new friend, Yoshi. Mario can Capture and control Yoshi in *Super Mario Odyssey*, but the Yoshi from this game is a trusted comrade, joining his adventure and letting Mario ride on his back. Yoshi is promoted to a protagonist in later games, starting with *Yoshi* and *Super Mario World 2: Yoshi's Island*.

This character has been a tongue-lashing, enemy-gobbling powerhouse since his first appearance. Yoshi will lay an egg if he eats a bunch of fruit.

The message signboard at Yoshi's House in *Super Mario Odyssey* pays homage to the message that appears in this game.

Mario Paint

Released August 1, 1992/SNES; July 14, 1992/Super Famicom

Paint pictures and compose music with Mario! The Painter and Conductor Outfits in *Super Mario Odyssey* are modeled after the artwork from this game. These don't make an actual appearance in *Mario Paint*, instead popping up in places like packaging and the instruction manual.

The apron is the same, but the original outfit lacks a beret. Mario just turns his cap backward!

Super Mario Kart

Released September 1, 1992/SNES;
August 27, 1992/Super Famicom

The first entry in the *Mario Kart* series, where mainstays like Mario, Peach, and Bowser race around a track. The RC Car Challenge minigame in *Super Mario Odyssey* takes its background music from the first course in this game, Mario Circuit.

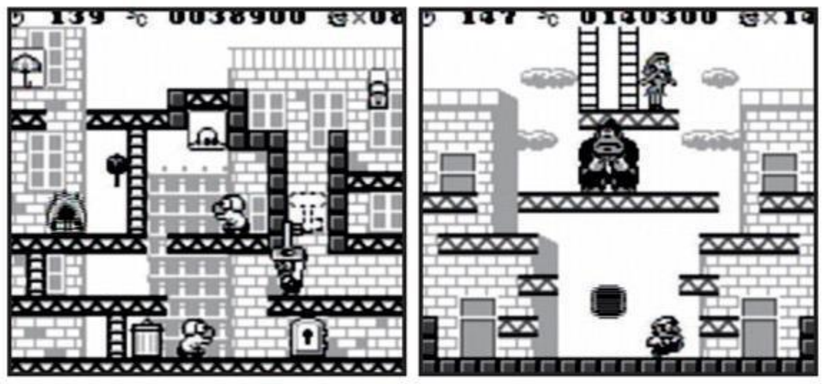
An eight-man race to the finish!

1989 · 1990 · 1991 · 1992

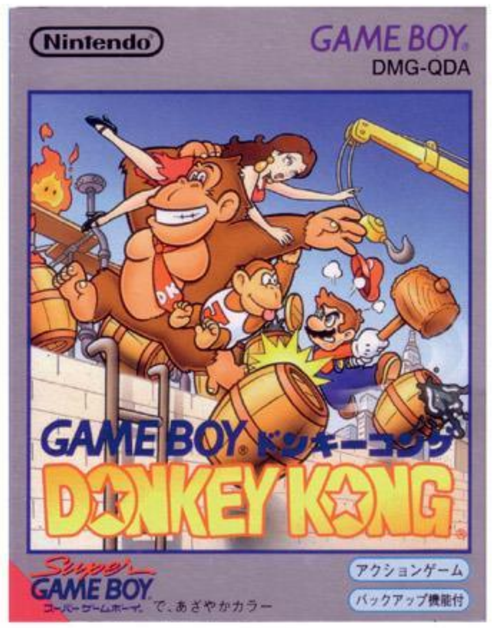
Donkey Kong

Released July 22, 1994 (North America); June 14, 1994 (Japan)/Game Boy

A remake of the arcade version of *Donkey Kong*. In order to rescue Pauline from Donkey Kong, Mario masters an abundance of moves, creating an action game with a strong puzzle element. Pauline's design here is quite close to her current look. One could say this is Pauline's true introduction to the series!



The first area, Big City. The tall buildings of the metropolitan cityscape bear a close resemblance to those of New Donk City. Mario pursues Donkey Kong through forests, deserts, and more!



The original Japanese package. Pauline's red dress and wavy hair are close to her current design.

Yoshi's Cookie

Released April 1993/NES, Game Boy; June 1993/SNES (North America); November 21, 1992/Famicom, Game Boy (Japan)

The Chef Hat and Suit were inspired by this title. Mario becomes a baker in this game, lining up cookies to make them disappear. In versions for the Game Boy and SNES he dons his signature overalls instead of the chef uniform.

The chef hat and red scarf really make the look! This outfit makes a comeback in the Nintendo GameCube version.

Super Game Boy

Released June 14, 1994/SNES

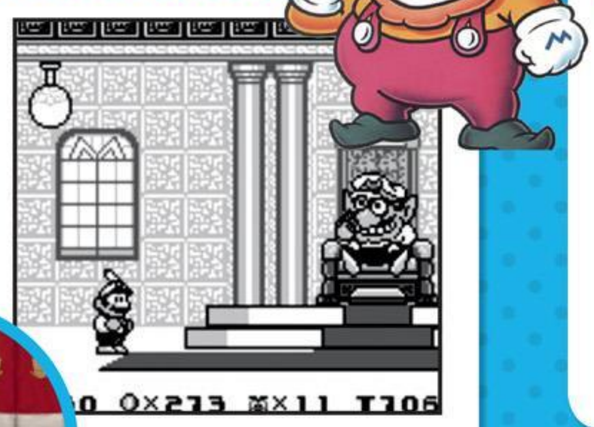
A peripheral that lets you play Game Boy games on the Super Nintendo Entertainment System. The Scientist Visor and Outfit are modeled after Mario's look in the TV commercial! The *Super Mario Odyssey* version contains some slight variations.

Mario costars alongside Donkey Kong in this commercial as the scientist who developed the Super Game Boy. This is because the Game Boy version of *Donkey Kong* launched on the same day as the Super Game Boy.

Super Mario Land 2: 6 Golden Coins

Released November 1, 1992 (North America); October 21, 1992 (Japan)/Game Boy

The Wario Cap and Suit are modeled after the character who debuted in this game. He dons the yellow cap and purple overalls as a disguise to capture Mario's castle. He claims to be an old rival from Mario's childhood.



Mario must gather the Golden Coins to take on Wario and recapture his castle!

Donkey Kong Country

Released November 21, 1994/SNES (North America); November 26, 1994/Super Famicom (Japan)

A side-scrolling action-adventure with a new Donkey Kong who succeeds the now-aged original (dubbed Cranky Kong). Candy Kong and other members of the Kong family make their debut here.

The Diddy Kong Hat and Suit appear in *Super Mario Odyssey*. Donkey Kong's diminutive partner also debuts in this game.

1993 ● 1994

©1981 TAITO ©1990 Nintendo ©1990 Nintendo ©1990 Nintendo ©1992 Nintendo ©1992 Nintendo
©1992 Nintendo ©1992 Nintendo ©1994 Nintendo ©1994 Nintendo ©1994 Nintendo

Satellaview

Released April 23, 1995/Super Famicom

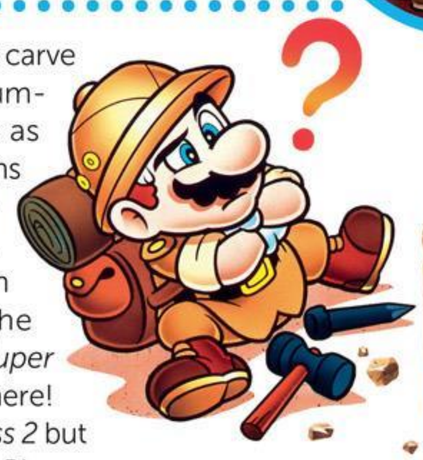
A satellite data broadcasting service (BS) on the Super Famicom. This service and hardware did not see a North American release. Satellaview acts as a receiver, using a BS tuner to receive games like *BS Dr. Mario*. The service shut down in 2000. The Satellaview Helmet and Suit come from the outfit Mario wore in advertisements. It resembles a spacesuit, perhaps inspired by the tagline emphasizing the appeal of outer space: "New games rain down from space!"

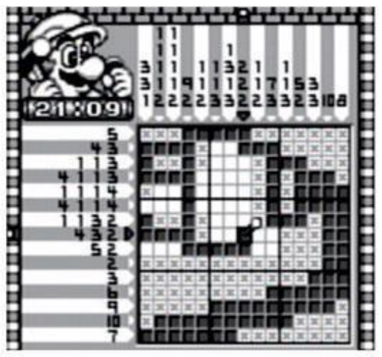
The Satellaview Helmet and Suit have a bit more flair than a traditional spacesuit. A rocket pack is even attached to the back!

Mario's Picross

Released March 14, 1995/Game Boy

This puzzle game has players carve out hidden images using numbers on the top and sides as hints. Because the game likens solving puzzles to deciphering ancient stone tablets, Mario is decked out in an archaeologist's outfit. The Explorer Hat and Outfit in *Super Mario Odyssey* come from here! The costume returns in *Picross 2* but is absent from *Mario's Super Picross*.





Mario sits in the top left corner when you solve puzzles, reacting when you make mistakes or beat a stage.

The outfit returns in the sequel, *Picross 2* (Japan only). This time Wario comes to join the fun!

Super Mario 64

Released September 29, 1996 (North America); June 23, 1996 (Japan)/Nintendo 64

A shift from 2D to 3D and the foundation of exploration gameplay.

The first 3D action platformer in the *Mario* series. Move freely around a 3D field in search of hidden Power Stars. You can see the number 64 all over *Super Mario Odyssey*—including on the Batting Helmet and Baseball Uniform—in reference to this title. The regional coins of the Mushroom Kingdom are made to resemble the coins from this game, and the Mario 64 Cap and Suit faithfully recreate the polygon count from this game. The interior and exterior of Peach's Castle is an (enhanced) homage to the original castle. Yoshi's placement on the castle roof is one final nod to a gaming great.

Metal Mario, a power-up that defeats enemies by touch alone. The Metal Mario Cap and Suit are based on this.

Peach's Castle, a.k.a. Mushroom Castle. The red roof and stained glass image of Princess Peach are striking!

With the Mario 64 Cap and Suit equipped, Mario can enter a room modeled after this game's garden. The design of the grounds and the sculpture is faithfully re-created.

1995 1996 1997 1998 1999

©1995 Nintendo ©1995 Nintendo/APE Inc./Jupiter Co., Ltd. ©1996 Nintendo/APE Inc./Jupiter Co., Ltd. ©1996 Nintendo
©2000 Nintendo/CAMELOT ©2002 Nintendo ©2006-2007 Nintendo/Developed by Nintendo Software Technology Corporation
©2010 Nintendo ©2007 Nintendo

Super Mario Sunshine

Released August 26, 2002 (North America);
July 19, 2002 (Japan)/Nintendo GameCube

In this 3D action romp, Mario sets out to clean up the polluted paradise of Isle Delfino with a new partner strapped to his back: the water pump F.L.U.D.D. The Sunshine Shades and Outfit were modeled after clothes you can obtain in this game by fulfilling a certain condition. He sports a pair of sunglasses that make the screen slightly darker when he puts them on.

The shirt design features Shines, which are key items in this game. The short sleeves suit the tropical island vibe.

Mario vs. Donkey Kong 2: March of the Minis

Released September 25, 2006 (North America);
April 12, 2007 (Japan)/Nintendo DS

Pauline makes a comeback! Pauline accepts an invitation to the opening of Mario's new theme park, only to be kidnapped by the opportunistic Donkey Kong.

Control the Mini Marios with your stylus and move them to the goal in this puzzle action game.

In one of the sequels, *Mini-Land Mayhem!*, Donkey Kong kidnaps Pauline in a rage when he can't get his hands on a Mini Pauline toy.

Mario Tennis

Released August 28, 2000 (North America);
July 21, 2000 (Japan)/Nintendo 64

A tennis game starring the Mario family. The Waluigi Cap and Suit's namesake, Luigi's longtime rival, debuts in this game. He made more appearances after this game, using his gangly frame for sports like tennis and golf and showing up for ensemble game series like *Mario Party* and *Mario Kart*.

His spindly frame and purple duds are his trademark. An upside-down *L* adorns his hat.

Super Mario Galaxy

Released November 12, 2007 (North America);
November 1, 2007 (Japan)/Wii

A 3D action game set in outer space. What sets it apart from other 3D games like *Super Mario Odyssey* are the linear courses, which are cleared on set routes. We're introduced to characters like Rosalina and Captain Toad, and the game offers the most immersive adventure yet. Yoshi appears in the 2010 sequel, *Super Mario Galaxy 2*.

The regional coins in Honeylune Ridge are modeled after the Star Bits that rain down in this game.

The Toad Brigade debuts in this game, led by Captain Toad. They've set out to rescue Princess Peach!

2000 2001 2002 2003 2004 2005 2006 2007

Super Mario 3D Land

Released November 13, 2011 (North America);
November 3, 2011 (Japan)/Nintendo 3DS

The first all-new 3D *Mario* game released for a handheld system. The linear gameplay of *Super Mario Galaxy* returns, albeit in a form more akin to side-scrollers. We wanted to do something to include fans who aren't great at 3D action games. The Tail Tree spotted in *Super Mario Odyssey* first appears in this game; its leaves create the Tanooki power-up.

Grabbing the Goal Pole at the end of each course will clear the stage (the same goes for the sequel, *Super Mario 3D World*).

The story starts when Princess Peach goes missing, having gone to check out the Tail Tree one dark and stormy night. The next morning, Mario discovers a letter left by Bowser at the Tail Tree.

The look of the Captured Jizo statue in *Super Mario Odyssey* comes from the Statue Mario power-up in this game. Use its weight to crush foes!

New Super Mario Bros. 2

Released August 19, 2012 (North America);
July 28, 2012 (Japan)/Nintendo 3DS

The third installment of the *New Super Mario Bros.* 2D platforming series seen previously on the Nintendo DS and Wii. This game focuses on collecting a huge amount of coins—the Gold Mario power-up helps the player reach that goal. The Gold Mario Cap and Suit in *Super Mario Odyssey* are modeled after its glittering form.

Golden fireballs will turn any blocks they hit into coins and net a ton of coins from any enemies they strike.

Super Mario 3D World

Released November 22, 2013 (North America);
November 21, 2013 (Japan)/Wii U

Up to four friends can join in the fun of this 3D action game. The 8-bit Cat Mario and Cat Peach hidden all over the *Super Mario Odyssey* kingdoms are based on a power-up from this game. You can also search for other 8-bit characters hidden throughout these levels.

The Cat Mario power-up gives the player a set of claws to scratch, attack, or climb walls with for a brief period.

Captain Toad goes on his own solo adventure in this title. He continues to sport the look from these levels to this very day.

2008 2009 2010 2011 2012 2013

©2011 Nintendo ©2012 Nintendo ©2013 Nintendo ©2014 Nintendo
©2014 Nintendo ©2015 Nintendo ©2016 Nintendo

Mario Kart 8

Released May 30, 2014 (North America);
May 29, 2014 (Japan)/Wii U

The eighth entry in the series takes tracks underwater, into the sky, and up walls and ceilings. Karts, bikes, and ATVs are available to drive. In 2017, *Mario Kart 8 Deluxe* landed on the Nintendo Switch with added features. A total of forty-two characters make an appearance.

The Racing Helmet and Outfit from *Super Mario Odyssey* are designed with Mario's world in mind and contain "sponsor" logos that appear in this game. The Mechanic Outfit shares these logos.

Super Mario Maker

Released September 11, 2015 (North America);
September 10, 2015 (Japan)/Wii U

This game lets you make and play side-scrolling courses from the *Super Mario* series. The Builder Helmet and Outfit are modeled from his look in this game. The 8-bit form of Cat Mario and Cat Peach in *Super Mario Odyssey* also appear in this game.

He wears a helmet, and a hammer and other tools hang off the belt on his waist. The look appears in-game in 8-bit form.

New Nintendo 3DS

Released September 25, 2015
(North America); October 11, 2014 (Japan)

The New Nintendo 3DS added more functionality to the Nintendo 3DS. For example, you can swap out the casing plates to customize its look. The Fashionable Cap and Outfit are modeled after the look Mario sported in Japanese advertisements.

The theme of this handheld device is "change." You can freely change the top and bottom plates to any style you like.

In keeping with this theme, the ads featured Nintendo characters wearing outfits different from their usual duds.

Super Mario Run

Released December 15, 2016/Smart devices

A 2D action game for smart devices where players control a constantly running Mario by tapping the screen. This game's relationship to *Super Mario Odyssey* is slightly different from the rest: while none of its elements appear in *Super Mario Odyssey*, the game was a collaboration made in anticipation of *Super Mario Odyssey*'s release. Cappy and Wedding Outfit Mario were offered in *Super Mario Run* as limited-time items that could be used to customize your kingdom.

Super Mario Odyssey

Released October 27, 2017/Nintendo Switch

2014 2015 2016 2017

After the Odyssey!

These titles were released after *Super Mario Odyssey*, and contained elements from the game.

Captain Toad: Treasure Tracker

Released July 13, 2018/Nintendo Switch, Nintendo 3DS

A new adventure with Captain Toad!

The intrepid adventurer treks across different worlds in this action game. His heavy backpack prevents him from jumping, requiring players to navigate through small, tight courses. The original Wii U version of the story was linked to *Super Mario 3D World*, but the story syncs up with *Super Mario Odyssey* in this port. You can travel across four *Odyssey* kingdoms in pursuit of Power Moons.

Secret of the Inverted Pyramid

Move through a miniature version of the Tostarena Ruins. The Inverted Pyramid hovers overhead, and players are even treated to a night scene.

Mine Cart Cascade Crusade

Ride a cart through massive waterfalls. Treasure is hidden among the surrounding dinosaur fossils.

Uptown, Downtown

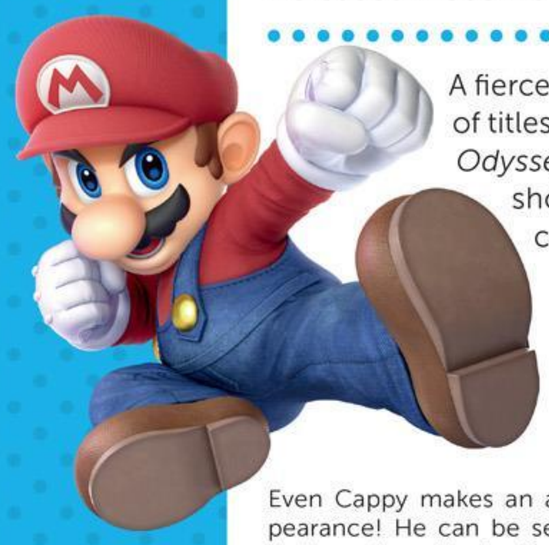
The power plant sits underground, putting certain gimmicks in motion when activated. Toadette even makes an appearance in City Hall!

Cookatiel's Sizzling Sprint

Avoid the spiked balls spit out by Cookatiel and dash across crumbling platforms. Shake the bird's pursuit and make your way to the giant pot!

Super Smash Bros. Ultimate

Released December 7, 2018/Nintendo Switch



A fierce fracas starring characters from a variety of titles. Mario adds elements from *Super Mario Odyssey* to his repertoire: regional coins may shoot out during his Super Jump Punch, causing Cappy to appear.

Even Cappy makes an appearance! He can be seen during actions like the Super Jump Punch or Mario's taunt.

The New Donk City Hall stage has Pauline performing a song in the background.

You can also bring his wedding outfit into the fray. Dr. Mario joins the battle as a separate fighter.

2018

©2014-2018 Nintendo ©2018 Nintendo Original Game: ©Nintendo / HAL Laboratory, Inc.
Characters: © Nintendo / HAL Laboratory, Inc. / Pokémon. / Creatures Inc. / GAME FREAK inc. / SHIGESATO ITOI / APE inc. / INTELLIGENT SYSTEMS / Konami Digital Entertainment / SEGA / CAPCOM CO., LTD. / BANDAI NAMCO Entertainment Inc. / MONOLITHSOFT / CAPCOM U.S.A., INC. / SQUARE ENIX CO., LTD.

THE ART OF
SUPER MARIO ODYSSEY

INDEX

? Blocks 058
2D Areas 080, 331
Astro-Lanceurs 282
Beach 230
Binoculars 058
Bitefrosts 217
Bonneters 067
Bound Bowl Grand Prix Circuit 212
Bowser 013, 014, 044, 156, 290, 292
Bowser's Kingdom (Bowser's Castle) 262
Brigadier Mollusque-Lanceur III, Dauphin of Bubblaine 236
Broodals 020, 070
Broode's Chain Chomp (Chain Chompikins) 087
Bubblainians 232
Burrbos 084
Burrbos (Crumbleden) 261
Cactus 113
Café 182
Cap Kingdom (Bonneton) 050
Cappy 007, 009, 060
Cascade Kingdom (Fossil Falls) 076
Chain Chomps 085
Checkpoint Flags 058
Chinchos 118
Cloud Kingdom (Nimbus Arena) 152
Cookatiel 250
Crazy Cap 184
Darker Side (Culmina Crater) 316
Dorrie 132
Falling Platforms 141
Festival 202
Fire Bros. 145
Frogs 068
Glass Tower 226
Glydon 118
Goombas 120
Goombette 121
Graffiti (Metro Kingdom) 188
Gushens 234
Hariet 020, 070, 119
Hat Catapults 112
Hat Clouds 082
Hat Launchers 112
Hat Trampolines 112
Jaxi Stand 117
Jaxis 116
Keyhole Pedestal 129
Keys 129
Klepto 167
Knucklotec 122
Komboos 132
Koopa (Freerunning) 301
Koopa (Trace-Walking) 118
Lake Kingdom (Lake Lamode) 124
Lava Bubbles 249
Life-Up Hearts 059
Lighthouse 228
Lochladies 130
Lost Kingdom (Forgotten Isle) 160
Luigi 021, 298
Luncheon Kingdom (Mount Volbono) 238
Madame Broode 086
Magmatoes 249
Mario 007, 008, 012, 018, 022, 024, 030, 324, 330
Maw-Rays 235
Mechawiggler 192
Metro Kingdom (New Donk City) 168
Moe-Eyes 115
Moon Kingdom (Honeylune Ridge) 314
Moon Pedestal 082
Moon Pipes 300
Moon Rocks 300
Mushroom Kingdom (Peach's Castle) 302
Music List 300
Music Notes 113
New Donk City Hall 180
New Donkers 194
Odyssey 010, 014, 090, 092, 320
Parks 183
Pauline 016, 019, 198
Peach's Castle 310
Penguins 216
Pokios 273
Power Moons 088
Princess Peach 012, 040, 332
Puzzle Parts 129
Rabbits 145
Rango 020, 070, 133
Regional Coins 059, 082, 113, 129, 141
RoboBrood 274
Rocket Flowers 141
Rocks 082
Ruined Dragon 258
Ruined Kingdom (Crumbleden) 254
Sand Kingdom (Tostarena) 100
Scarecrows 058
Seaside Kingdom (Bubblaine) 218
Sherm 144
Shiveria 210
Shiverian Elder 216
Shiverians 214
Small Birds 069, 249
Snow Kingdom (Shiveria) 206
Souvenir Shop 268
Spark Pylons 059
Spewart 020, 070, 147
Sphynx 115
Stairface Ogres 272
Steam Gardeners 142
Talkatoo 069
Tiara 066
Top-Hat Tower 057
Topper 020, 070, 073
Torkdrift 148
Tostarena 106
Tostarena Ruins 108
Tostarenans 114
Trapeetles 066
Tropical Wigglers 166
Ty-foos 217
Uncle amiibo 069
Underground Moon Caverns 283
Underground Power Plant 186
Underwater Caves 228
Uproots 146
Urban Stingbies 193
Volbonans 248
Volcano 246
Warp Holes 083
Wedding Hall 284
Wooded Kingdom (Steam Gardens) 134
Yoofoes 145

Hammer Bro
Fire Bro
Lava Bubble
Magmato
Mount Volbono
Ty-foo
Gushen
Bubblaine
New Donk City
Wario

WOODED KINGDOM
SAND
LAKE KINGDOM
Lake Lamode
Steam Gardens
Uproot
Fuzzy
Poison Piranha Plant
Cheep Cheep
Komboo
Sherm
Urban Stingby